SOCOM Survival Guide. Tactics and Tips.

Previews for Star Wars: The Clone Wars, Quantam Redshift, Inside Drive 2003 and More!

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- Tekken 4 Combos for All Characters
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SLY COOPER AND THE THIEVIUS RACCOONUS

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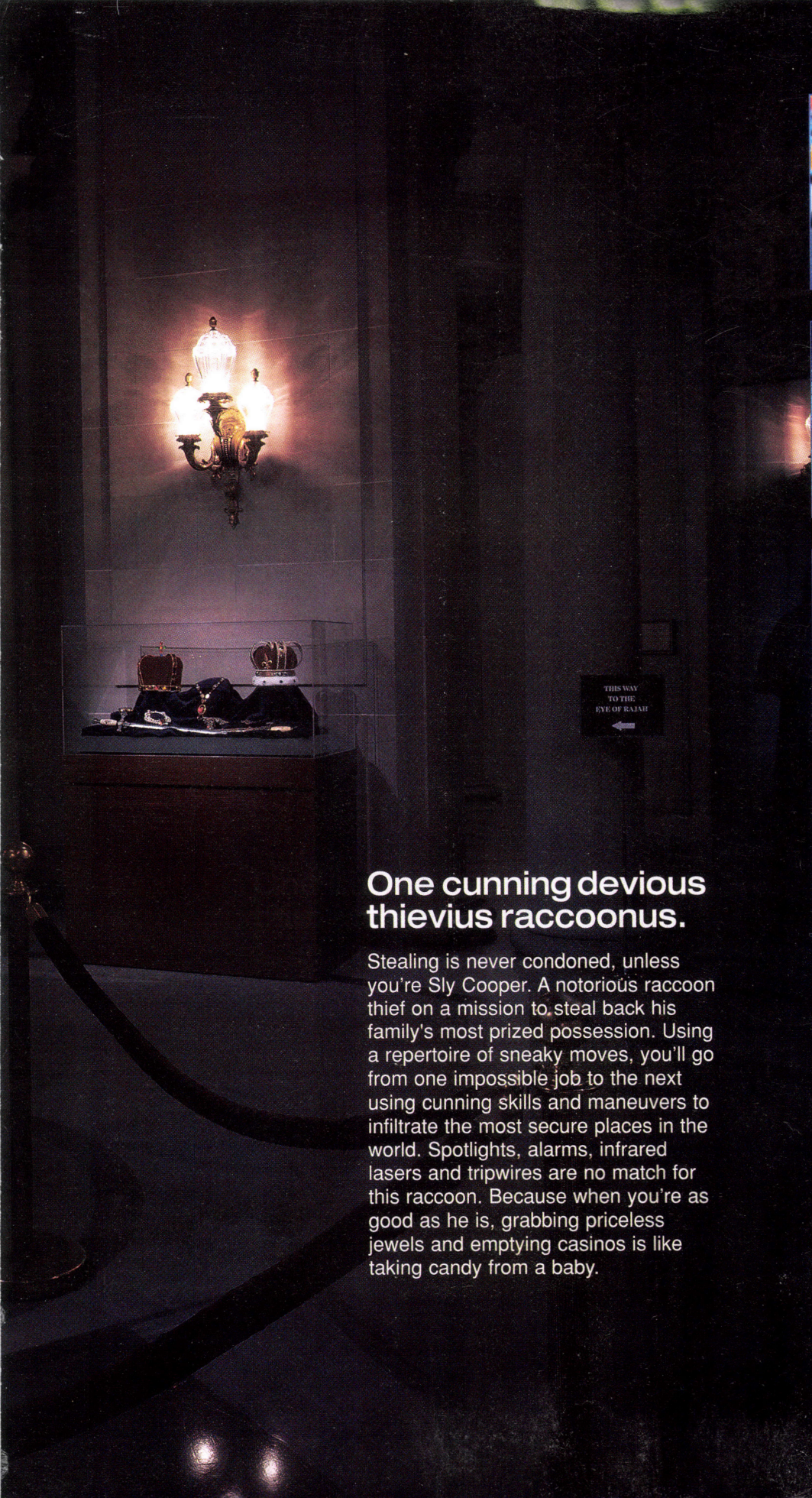
ALSO FEATURED: See Our Two-Page Review of Nintendo's Animal Crossing.

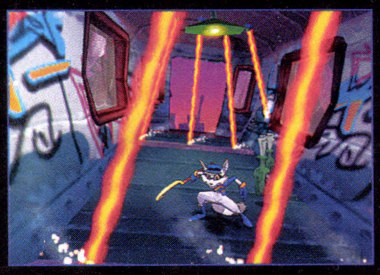
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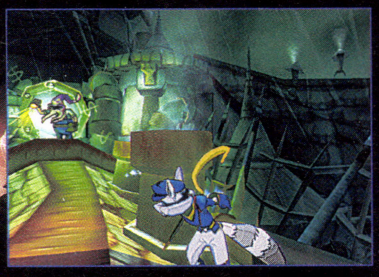
First Look at GTA: Vice City. Screens and Details!

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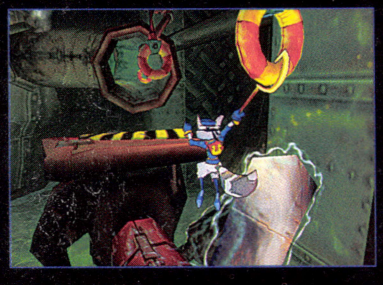




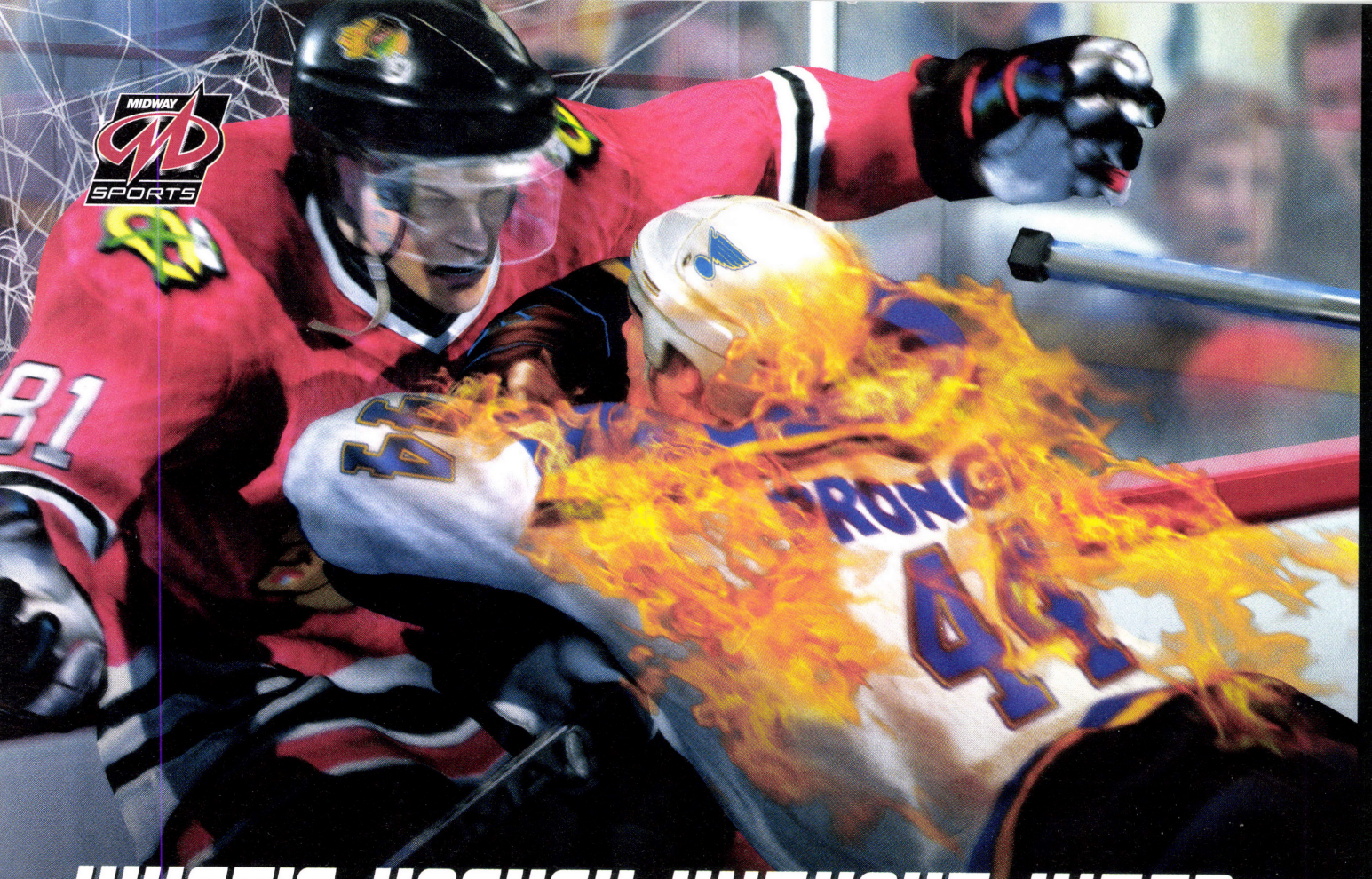
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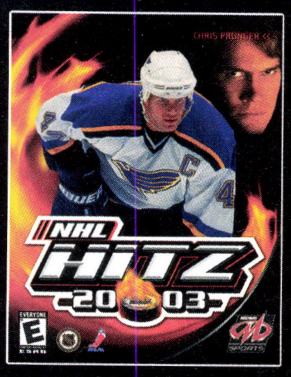
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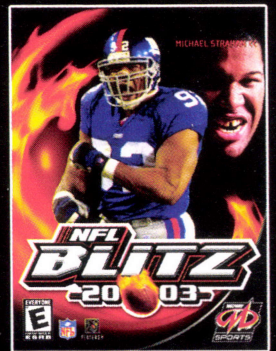
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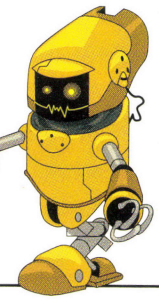
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CONTENTS



I CAN SEE THE FUTURE BABY



I hope this message doesn't fall on deaf ears. If you didn't catch online gaming during the brief, but great, Dreamcast era, let me clue you in on something; it's back, and this time for good.

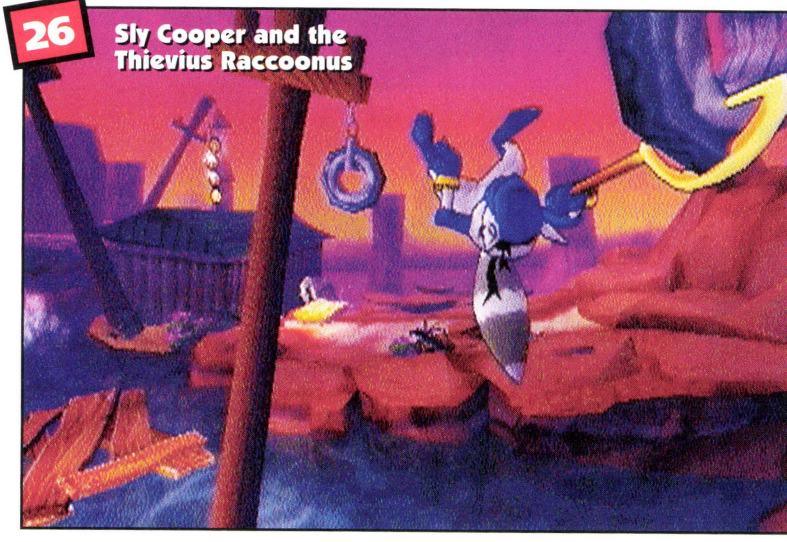
SOCOM U.S. Navy SEALs and *Twisted Metal Online* are up and running with the purchase of a $40 network adapter and an internet connection (and, in *SOCOM*'s case, the purchase of the game and a broadband connection). They're both great time killers, offering a rush of gameplay excitement and plenty of online competition. The global village has just gotten a little smaller. No more IMs saying, "Dude, I am a *SOCOM* stud." Now's your chance to prove it. Rep your skills and see how you fare.

There's a bounty of offline fun to be had as well. A quick run through *Mario Sunshine* will convince anyone of that. Trademark Nintendo fun is in effect in Mario's newest title.

Still, I find myself coming back to *SOCOM*, to *Madden*, and to anything else which lets me interact with fellow gamers. And by interact, I mean kill, smoke, beat-down and humiliate. Sounds fun, huh?

- Dan Leahy
Editor in Chief













10 NEWS NOW

Latest in News Coverage

GTA Vice City 10
Fan Month 11
Cell Phone Gaming 12
Ratchet and Clank 18
Fan Frenzy 19



26 INCOMING

Super Preview!

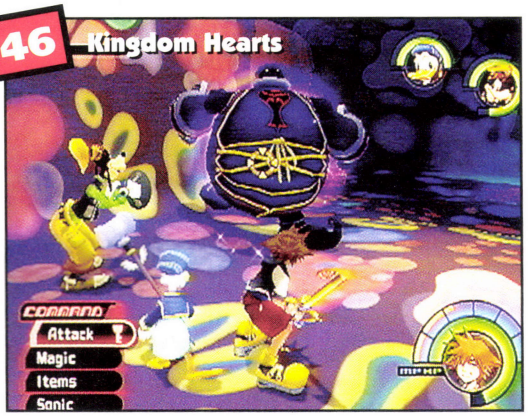
- Sly Cooper and the Thievius Raccoonus 26

35 NOW PLAYING

Huge Reviews and Helpful Strategy

- Animal Crossing 38
- Beach Spikers 44
- Castlevania: Harmony of Dissonance 52
- Dino Stalker 48
- Kingdom Hearts 46
- Mystic Heroes 42
- NFL Fever 2003 51
- Super Mario Sunshine 82
- Super Monkey Ball 2 36
- Ty the Tasmanian Tiger 50











52 GBA HYPE

Handheld News, Reviews and Previews

Reviews

Castlevania: HOD . . 52
Egg Mania 85

100 FAN CLUB

Letters, Fan Art and Instant Messaging

Welcome/Index . . . 100
Fan Art 106
GameNOW Crew . . 106
Opinion Poll 106
Fan Challenge 102
Letters 100
Rants 'n' Raves . . . 102



EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

54 STRATEGY

In-depth with the Games of the Moment

- Super Mario Sunshine 70
- Tekken 4 54
- SOCOM U.S. Navy SEALs 86



90 TRICKS NOW

Tons of Cheats, Codes and Tips

- Cel Damage 91
- Gravity Games Bike: Street Vert Dirt 97
- Hunter the Reckoning 93
- Mark of Kri, The 97
- Men in Black II: Alien Escape 96
- MLB Slugfest 20-03 94
- No One Lives Forever 95
- Splashdown 92
- Urban Yeti! 90

THE ADVENTURE IS



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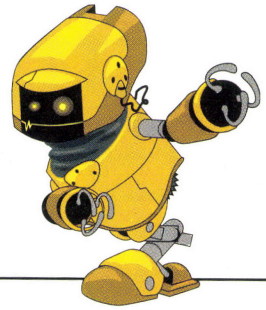
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Announcements, Tidbits and Rumors



WHAT'S INSIDE!

FAN MONTH
Because someone has to tell you what's selling in Japan...



p11

RATCHET & CLANK
The action-platformer returns as the hot genre of the moment.



p12

CELL GAMES
GameNOW takes you to the last frontier of video games.



p14

FAN FRENZY
Ever wonder why we call this a "frenzy"? We do too.



p18

Vice Is Nice

GTA: Vice City set to blaze the sales charts

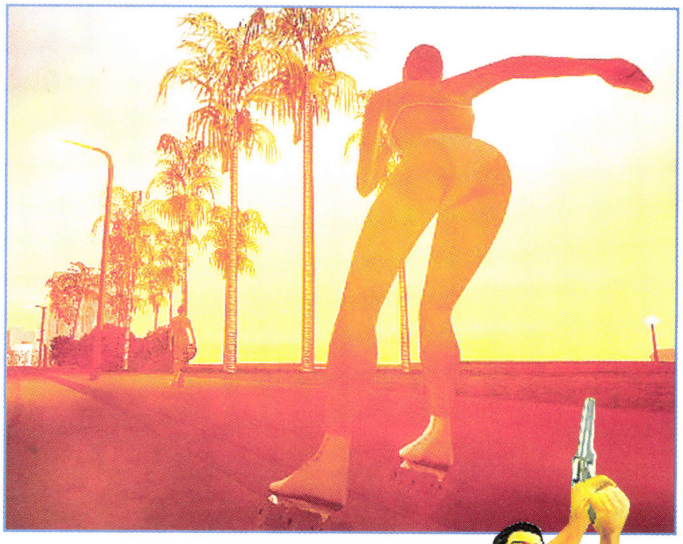
More than 6 million *Grand Theft Auto III* fans voted with their dollars last year. The vote's tally? Game of the year. It seems killing, sex and violence is what gamers want. Well, Rockstar's wasting little time delivering the goods. Come this October, gamers will be able to get their maim on in the all-new *GTA: Vice City* on the PS2. We don't have a lot on the new game just yet, except that it still sports the open-ended gameplay that made the first one so much fun, as well as an improved game engine, new characters and side missions, and more.

One of the main tweaks to the upcoming game is the targeting system, which has been redone by Rockstar North (formerly DMA Design)—hopefully that means less trying to turn and face people who are mere feet away.

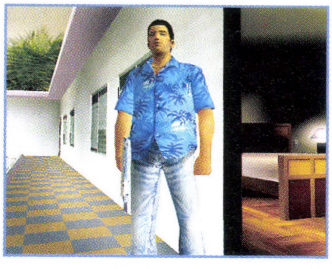
The game's setting tears a page from another vice: "Miami Vice." Set in the 1980s, the decade of decadence, corrupt cops, gaudy pastels and big-haired babes right out of Van Halen videos. Sounds cheesy, but we're hyped. It could be the perfect setting for a game based entirely on criminal activity.

Going retro also gives the developers a chance to change up the roster of vehicles in the game. Gone are the Viper and BMW-inspired vehicles of Liberty City; they have been replaced by everything from boxy economy sedans to extravagant sports cars (like the one on the next page). Bike lovers will be glad to know that they can even steal transportation of the two-wheeled persuasion.

So dust off that old Depeche Mode CD, put on your Members Only jacket (you know you had one), and brush up on your Reaganomics. Rockstar's going to treat you to a trip down memory lane like no other.











FAN MONTH

A Quick Look At What's Selling This Month

OCTOBER GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

GAME BOY ADVANCE

- Dungeons & Dragons: Eye of the Beholder
- Game & Watch Gallery 4
- Grand Theft Auto III
- Hamtaro
- Lego Bionicle: Matoran Adventures
- Mary Kate & Ashley: Sweet 16
- RoboCop
- Robotech: The Macross Saga
- WWE WrestleMania X8
- Yu-Gi-Oh!: Eternal Duelist Soul

GAMECUBE

- Die Hard: Vendetta
- Dragon's Lair 3D
- Godzilla: Destroy All Monsters Melee
- Knockout Kings 2003
- Mario Party 4
- Phantasy Star Online Episode I & II
- Resident Evil 0
- Robotech: Battlecry
- Star Wars: The Clone Wars
- Taz: Wanted
- TimeSplitters 2

PLAYSTATION 2

- Black and Bruised
- Defender
- Dragon's Lair 3D
- Ecks vs. Sever
- Grand Theft Auto: Vice City
- Legends of Wrestling 2
- Red Faction II
- Silent Scope 3
- Simpsons Skateboarding
- Tribes Aerial Assault
- Ty the Tasmania Tiger
- Virtua Cop 1 & 2
- Vexx

XBOX

- Blinx: The Time Sweeper
- BloodRayne
- Fatal Frame
- The House of the Dead III
- NBA Inside Drive 2003
- ToeJam & Earl III
- Tony Hawk's Pro Skater 4
- TransWorld Snowboarding

THE HOT 3 OF OCTOBER

Want to get your hands on every game out there, but just don't have the scratch? Each month *GameNOW* picks the top three titles that we think you simply must have. So go ahead, get the best, and get 'em while they're hot! Here's our favorites for October:



Mario Party 4
GameCube



GTA: Vice City
PlayStation 2



ToeJam & Earl III
Xbox

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF JUNE

1. **Medal of Honor Frontline** (EA/PS2)
2. **Grand Theft Auto III** (Rockstar/PS2)
3. **Gran Turismo 3** (Sony CEA/PS2)
4. **DBZ: Legacy of Goku** (Infogrames/GBA)
5. **Spider-Man** (Activision/PS2)
6. **The Elder Scrolls III: Morrowind** (Bethesda/Xbox)
7. **WWE WrestleMania X8** (THQ/GC)
8. **Test Drive** (Infogrames/Xbox)
9. **Super Mario World: SMA2** (Nintendo/GBA)
10. **Halo** (Microsoft/Xbox)

READER TOP TEN

1. **Grand Theft Auto III** (Rockstar/PS2)
2. **DBZ: Legacy of Goku** (Infogrames/GBA)
3. **Medal of Honor Frontline** (EA/PS2)
4. **WWE WrestleMania X8** (THQ/GC)
5. **Super Mario World: SMA2** (Nintendo/GC)
6. **Resident Evil** (Capcom/GC)
7. **Yu-Gi-Oh!: FM** (Konami/PSone)
8. **Super Smash Bros. Melee** (Nintendo/GC)
9. **Eternal Darkness** (Nintendo/GC)
10. **Halo** (Microsoft/Xbox)

To enter the Reader's Top Ten, send your info to:

game_now@ziffdavis.com

EDITOR'S TOP TEN

WHAT THE GAMENOW STAFF IS PLAYING WHEN THEY SHOULD BE WORKING

Number 1	Number 2	Number 3	Number 4	Number 5
Super Mario Sunshine (Nintendo/GC)	**Super Monkey Ball 2** (Sega/GC)	**Madden NFL 2003** (EA/PS2)	**Animal Crossing** (Nintendo/GC)	**Beach Spikers** (Sega/GC)

Number 6	Number 7	Number 8	Number 9	Number 10
Sly Cooper (Sony CEA/PS2)	**Castlevania: Harmony of Dissonance** (Konami/GBA)	**Kingdom Hearts** (Square/PS2)	**SOCOM: U.S. Navy SEALs** (Sony CEA/PS2)	**Urban Yeti!** (Telegames/GBA)

JAPAN TOP TEN

JAPAN'S 10 BEST FROM 7/28 TO 8/4

1. **Gundam: Lost War Chronicles** (Bandai/PS2)
2. **Super Robot Wars R** (Banpresto/PS2)
3. **Super Mario Sunshine** (Nintendo/GC)
4. **Jikkyou Powerful Pro Yakyuu 9** (Konami/PS2)
5. **Boku no Natsuyasumi 2** (Sony/PS2)
6. **Jojo's Bizarre Adventure: GW** (Capcom/PS2)
7. **Kamaitachi no Yoru 2** (Chun Soft/PS2)
8. **Ape Escape 2** (Sony/PS2)
9. **Suikoden III** (Konami/PS2)
10. **Custom Robo GX** (Nintendo/GC)





Ratchet & Clank

The Action-Performer with Tons of Character

Forget *Vexx*. Shelve *Mario Sunshine*. The greatest competition Sony's magnificent-looking *Sly Cooper* faces this holiday season comes from within: fellow first-party standout *Ratchet & Clank*.

Time to save the galaxy again. The way developer Insomniac spins it, bad guy Chairman Drek is keen on pillaging the universe, and wouldn't you know it, fate's chosen champions to combat this evil are a pair of unwitting do-gooders, specifically curmudgeonly mechanic Ratchet and his transformable robot pal Clank.

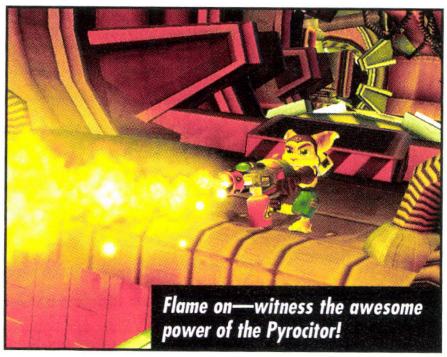
Their modus operandi? Kick the snot out of mechanized Blarg hordes using wrench whacks or one of several dozen gadgets. Playing much like a typical—if exceedingly polished—platformer, the game's action consists largely of double jumping between structures, chase sequences and searching for Infobots. These rare treasures not only unlock one of 18 total planetary destinations, but tickle your funnybone with silly cinematic sequences.

The environments are expansive and varied, which makes for an interesting adventure. From glowing green flatlands to neon-soaked urban locales, you'll spend many happy hours blasting away baddies in new and exciting locales.

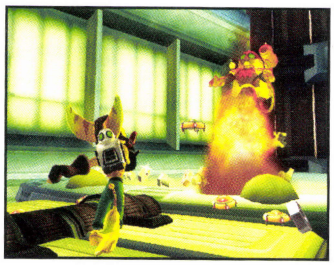
Gadgets abound in gameplay. When not preoccupied using the Tresspasser to unlock doors, or Hydrodisplacer to raise and lower pools, gizmos like the flamethrower-esque Pyrocitor and kamikaze droid-dispensing Glove of Doom provide a multitude of ways to kick titanium tushie. Eliminating foes produces collectible bolts, used as currency for purchasing additional doodads and ammunition.

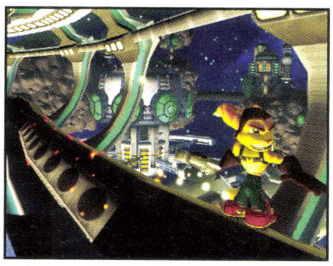
An especially generous gameplay model also makes provisions for utilizing both characters. Clank can access areas Ratchet can't (e.g. zero-grav zones outside a spaceship's airlock) and even morph into a Helipack. Variety is indeed the spice of life; here, it also provides for a zesty taste of gaming goodness.

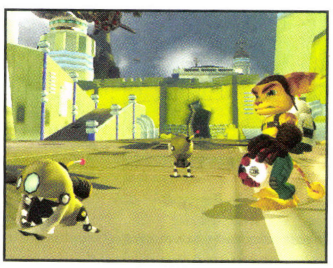
Intrigued? We are too. And rest assured by the time the title ships in November, that interest will become full-blown obsession. Luckily, we'll bring you more news as it breaks... assuming we can take our hands off the gamepad long enough to do so.











XBOX PREVIEW



Quantum Redshift

Hyersonic doesn't even begin to describe it.

Some marketing guy somewhere thought that merging the feel of *Wipeout* with the characters of *SSX Tricky* and the vehicles of *Hydro Thunder* would be a good idea. If the early preview is any indication, they might very well be right.

It should come as no surprise that *Quantum Redshift* looks a lot like *Wipeout*; QR's developer Curly Monsters has several ex-*Wipeout* team members on the roster. What is a surprise is how much *Quantum Redshift* pushes the Xbox hardware. From gorgeous water effects (including droplets on your windshield whenever you splash onto the surface) to the textures on the track, *Quantum Redshift* is shaping up to be one pretty racing title.

The pride of *Wipeout*, aside from its innovative track design, was the sheer speed of the game. *Quantum Redshift* looks to deliver velocity in spades.

As long as Curly Monsters can nail down the physics and weapon balance, and avoid the pitfalls of "catchup AI," Microsoft could very well have another checkered flag to add to its racing hall of fame.



Dazzling environments make QR a promising title.

PLAYSTATION 2, XBOX AND GAMECUBE PREVIEW

Harry Potter and the Chamber of Secrets

A game worthy of Harry's magic.

So you're just a garden variety Muggle for now... No sweat. Come November, even the lowliest hedge wizard can sling spells with Hogwarts' finest when *Harry Potter and the Chamber of Secrets* rears its magic wand.

We sure hope faster, more visceral Quidditch matches strike your fancy. Ditto for de-gnoming mini-games, wizard duels and more challenging scenarios that see the bespectacled hero staving off animated trees, washing machines and semi-intelligent books. Some puzzles even require the use of mystical incantations (Flippendo, anyone?) before a successful conclusion is achieved.

Action sequences will also be knocked up a notch as far as intensity goes. Sneaking plays a large role during play, but when confronted, it may be necessary to paralyze and remove pesky critters from your path. You'll also cruise through the library, a magical menagerie and other familiar locales lifted straight from J.K. Rowling's novel. The authenticity makes for one immersive adventure.

While its predecessor wasn't exactly high on thrills, Electronic Arts assures us this edition—based on a more virtual conversion-friendly tale—will be simply magical.





Hogwarts looks at home in its PS2 splendor. The game has a heavy focus on exploration and adventure.

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GAME	PUBLISHER	RELEASE DATE
PlayStation 2		
Pac Man Fever	Namco	9/5/02
The Thing	Universal Interactive	9/6/02
Terminator: Dawn of Fate	Infogrames	9/19/02
Legaia 2: Duel Saga	Eidos	9/20/02
Summoner 2	THQ	9/20/02
NHL Hitz 20-03	Midway	9/20/02
NHL 2003	Electronic Arts	9/25/02
Tekken 4	Namco	9/26/02
Xbox		
Sega GT 2002	Sega	9/3/02
The Thing	Universal Interactive	9/13/02
Ghost Recon	Ubi Soft	9/13/02
Hitman 2: Silent Assassin	Eidos	9/20/02
Lord of the Rings: Fellowship of the Ring	Universal Interactive	9/26/02
House of the Dead 3	Sega	10/18/02
Mace Griffin Bounty Hunter	Crave Entertainment	10/18/02
ToeJam & Earl III: Mission to Earth	Sega	10/23/02
GameCube		
NFL 2K3	Sega	9/3/02
Pac Man Fever	Namco	9/5/02
Star Fox Adventures: Dinosaur Planet	Nintendo	9/25/02
Rayman Arena	Ubi Soft	9/26/02
NHL 2003	Electronic Arts	10/3/02
Phantasy Star Online Version 2	Sega	10/17/02
Metroid Prime	Nintendo	10/17/02
Barbarian	Titus	10/23/02
Game Boy Advance		
Battlebots	Majesco Sales	9/12/02
Castlevania: Harmony of Dissonance	Konami	9/13/02
Mega Man Zero	Capcom	9/15/02
Super Ghosts n Goblins	Capcom	9/15/02
Driver 2	Infogrames	9/19/02
Road Rash - Jailbreak	Destination Software	9/25/02
Lord of the Rings	Universal Interactive	9/26/02

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SOLD ON CELL

New gaming frontier?

CELL CRAZE

Everyone is using cell phones these days. Your friends, your mom—your grandma. Some of the coolest phones have voice-activated dialing, flip open lids and MP3-encoded ringers. But games? They seriously bite. Oh, you get to drive this little snake creature around the screen until it runs into a wall. How fun! The big surprise, though, is that cell phone games—and the phones themselves—are about to get a lot cooler.

This fall, phone carriers such as Sprint and Verizon Wireless will start hyping new games from well-known companies like Sega and Activision. The reason for the sudden interest in capturing this untapped game market? A new mobile network company called NTT DoCoMo has raked in 17 million Japanese game subscribers in just three years with its multiplayer I-Mode service. That will get anyone's attention—including ours.

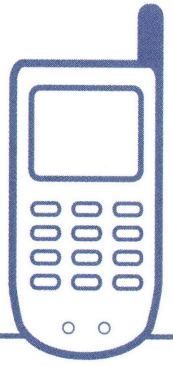


So, we decided to cut through the jelly and tell you about some of the coolest technologies, games, and phones coming out this fall.

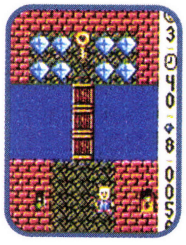
Technologies

BREW

BREW helps developers make full-color, arcade-oriented games. For the gamer, it means you can download and play BREW games all day for just $2.99 per month. Of course, your regular airtime charges will add up like crazy, so it sort of makes sense why carriers are so motivated. Sixteen of them have already signed up for BREW worldwide. With big-time corporate backing from parent company Ericcson, BREW might be the next best game platform.



BREW GAMES



JEWELS AND JIM

John Romero is the former first-person shooter king, and now he's making cell phone games. In *Jewels and Jim*, you'll collect objects, sell them to the highest bidder, and then slice up the bad dudes for more posterity. "The wireless entertainment market at home and abroad is rapidly expanding, and I'm quite excited to be involved this early," says Romero, and, judging from his snazzy new haircut, you better take the guy seriously.



JAMDAT TIGER WOODS GOLF

In *Tiger Woods Golf*, you'll get to whack a tiny golf ball around the Spanish Bay, Pebble Beach and Spyglass Hill golf courses. Stats tracking will inform you about distance to the hole, your putting accuracy and other cool golf stuff. Graphics look about as good as can be expected on a screen that's one quarter the size of a Game Boy display. But hey, this is Tiger Woods! What more do you want?



JAMDAT BOWLING

Don't scoff at the idea of a bowling game, this one has promise. The action fits perfectly in a small display so you can position your roll, rack up the points, and brag to friends and complete strangers. Power adjustments mean you can go for the total knockdown or spin one into that last, annoying pin. Overall, it's a pretty satisfying experience.

More BREW Games on pg. 16

CRAZY CHASE

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Continued from pg. 14



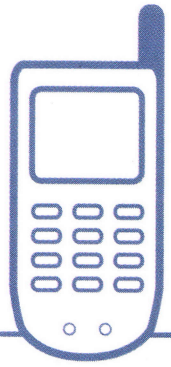
WF MOBILE MADNESS

The color version of *WF Mobile Madness* is being developed by Novu Studios. Expect many of the same features as the popular monochrome version, including Chair Throws and several signature moves from pro wrestlers such as Kane and Undertaker.



ESPN X Games Snowboarding

Extreme sports on a cell phone sort of makes sense, especially if you play the game on your cell while snowboarding in real-life. The gameplay looks simplistic enough: avoid traps and catch big air off moguls for points. This Disney Interactive offering was a big score for the BREW team, especially since Disney and ESPN will also pump other rich content such as sports scores and news through the BREW service.



Technologies cont.

JAVA 2 MICRO EDITION

Java 2 Micro Edition (or J2ME) games are cool, mostly because they can be easily ported between different devices and barely require any memory to run. There's already a bunch of games available for handheld computers, and color-capable phones will attract Java programmers like moths to a flame. One other thing about Java—the server handles most of the processing, so cell phones can be small and cheap but still handle rich game content.

J2ME GAMES



SEGA MONKEY BALL

That's right, Sega is preparing a cell-phone only version of Monkey Ball. Like monkeys but you're expecting a phone call? That's OK—a cool new auto-save feature means you can pause the game at any time and resume right where you left off. Sega games will be available on Sprint next-gen phones in the U.S.—maybe before Christmas.

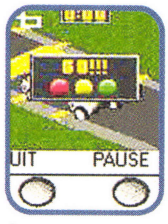


CENTER SCORE SOCCER

Fast action soccer on a cell phone might seem like a long way from Snake, and it is. You get to control a three-on-three match and perform moves like the superkick and opponent shove. Graphics are big and colorful, and while it may not compete with *FIFA* anytime soon, you can hit the pitch from anywhere your cell phone takes you. Try that, EA!

ACTIVISION GAMES

Activision recently announced a deal with JAMDAT that will make *Tony Hawk's Pro Skater 4, Mat Hoffman's Pro BMX 2, Kelly Slater's Pro Surfer,* and other titles available on 3G phones next year. Could you compete against other gamers, post public high scores, or even share saves with your friends? Stay tuned for more info!



MOBILE GT

Mobile GT might not have the most realistic-looking tire skid marks, but the smoke effects are cool. You can compete against three other players over the cellular network, rack up a high score, and get your name on the leader board. *Mobile GT* lets you ram other vehicles, collect power-ups, and blaze past other racers in full 256-color glory. Awe yeah.



BOT-FIGHTERS

Already popular in European markets, *Botfighters* might be coming to a cell phone near you next year, if it can find a U.S. carrier. The concept is cool. Known as a "pervasive game," *Botfighters* lets you shoot virtual lasers at other cell phone users based on their real-world proximity. Might be a few a FCC licensing issues involved, eh? The game lets you configure your bot at a web site and track high scores.



QUARANTINE

Quarantine could be the next *Metroid Prime* when it debuts on Sprint phones later this year. Developed by Iomo, this first-person action adventure is a puzzle-solving game where you have to outsmart several alien races. Each of the different types of aliens is equipped with a specialized tracking ability, so expect a challenge. Also, despite the aliens, there's not single shot fired in the game—that might require an ESRB rating system.



GIRL FRIEND

Did you jump on the Tamagotchi bandwagon a few years ago? Now Cingular wants you to treat a virtual girlfriend the same way, taking her to dinner, buying her gifts, and monitoring her love levels. The ultimate goal of the game? We won't get into that... High-scores are publicly available, so you can check and see if your friends have a "sizzling" relationship or one that has already deep-sixed into never-never land.

MEN IN BLACK II

Digital Bridges is working on a *MiB II* game that will come embedded on the Sony Z700 phone, allowing you to train a super secret agent for other-worldly exploration. The gameplay is still hush-hush, but we think that has more to do with business stuff than secret agents. Right now, there is a text messaging version of *MiB* available in the U.K. from the O2 service, but it's not exactly graphical. (By the way, Sony is working on games based on *Scooby-Doo, Charlie's Angels, The Flintstones,* and *The Powerpuff Girls* so look for those on the Z700 as well.)

Goin' Wireless

Some of these phones are on the pricey side, but if you're lucky enough to have one, enjoy.

WILDSEED

Wildseed phones feature a faceplate Smart Skin with extra gameplay buttons that light up as you play the game. The phone has a USB port for connecting to your computer, a stereo FM radio and headset port, and a large display. Another cool feature is Airtext, which lets you display glowing text messages in the air. ($199.)

SANYO 4900

This next gen phone from Sprint has a 4906-color display, 16-chord ringer capability, and easy access to classic games such as *Pac Man*, *Space Invaders* and *Tetris*. You can download them right form the PCS Vision service for a nominal fee. (No price available).



VERIZON Z-800

This BREW phone has a bigger display than most, at a relatively expansive 128 x 160. You get a vibrate alert and headphone jack just like the Kyocera, but this one has a color display and, by the way, costs more money. ($199.)

SONY ERICCSON Z700

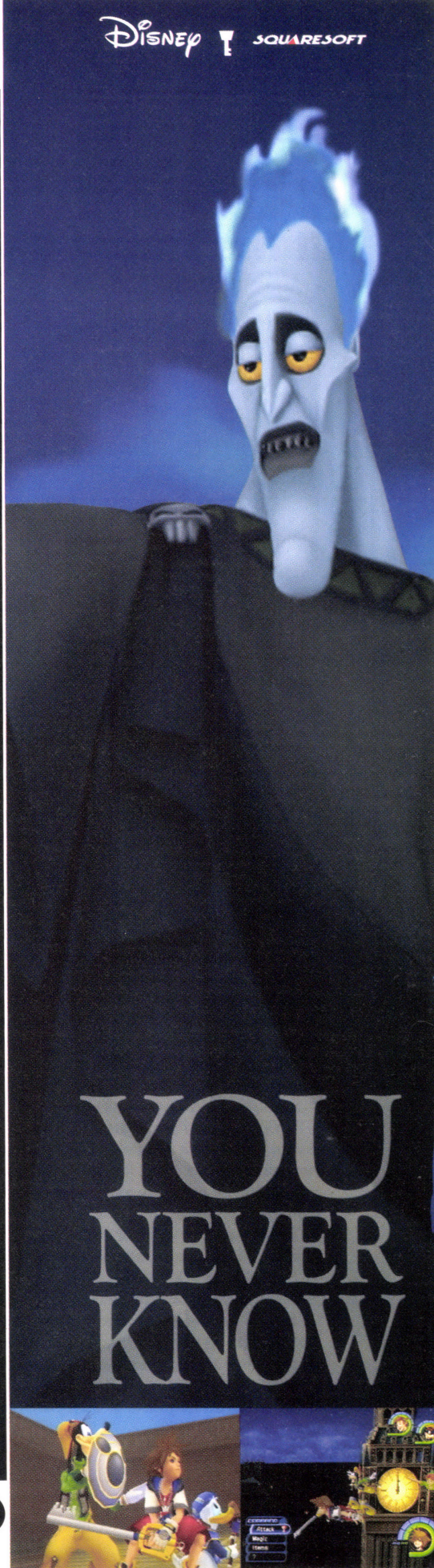
Flip-open lids are cool, especially when the conceal a 256-color display and a numeric keypad that doubles as a nifty game controller. The Z700 will come loaded with some Sony-Columbia Pictures games such as *Charlie's Angels*. You'll be able to grab more right from the web using a WAP browser.

But wait, there's more! Bluetooth connectivity means you can strap on a gaming headset and bark voice commands at your phone, the perfect hands-free gaming solution (maybe). Bluetooth also means you can connect your phone to printers and other computers. ($199.99 with a two-year service agreement; $229.99 with a one-year service agreement).

KYOCERA 3035E

One of the first BREW-enabled phones, this model has all the frills of a next gen phone without the bright color display (that's right, its monochrome only). You get web browsing, a speaker phone, vibrate alert, a headphone jack, and a whopping 32 MB of Flash storage for games. ($99).





FAN FRENZY

All the Latest Gadgets, Gear and Gizmos



CT10 900MZ CORDLESS PHONE WITH HEADSET

Anyone who's ever tried to field a phone call on a regular phone while trying to play through a video game has dealt with the agony of having your neck cramp up into a bundle of pinched nerves. It's simply not worth it. However, if you want to talk to your buddy or your girly-friend, you either either have to press pause (which we know you're not going to do) or endure the white-hot bolts of pain that are sure to start shooting down your arm as soon as you get to the good part of the game.

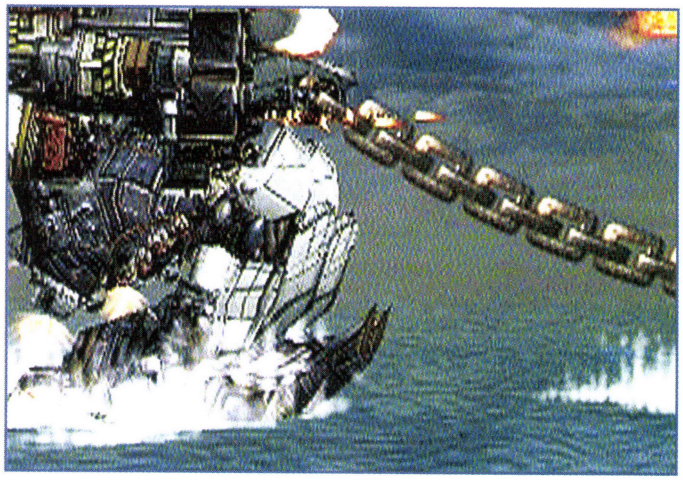
Brothers and sisters, it doesn't have to be this way. *GameNOW* recently got the chance to review the CT10 900mz cordless phone from Plantronics, and we're ready to sing its praises.

The CTIO's size and ease-of-use make it the perfect companion for gamers. The headset is light and comfortable, and after a while, you don't even know that it's on. And because you have your hands free when you're talking, you can actually concentrate on whatever game you're playing. Sa-weet.

The best part about the phone itself, though, is its range. 900mz is a lot of juice to have running through such a dainty looking device. When we tested it in our office, which is about as big as your average-size elementary school, we had no problem getting reception no matter where we were. In fact, unless your house is made from steel and cinder blocks, you shouldn't have a problem plugging the charger in one room and using the phone itself in another, and you can even take the phone outside.

The CT10 is a bit pricey at $129.99, but overall, we think it's worth it. You can find one for yourself at www.plantronics.com or at major electronics retailers everywhere.

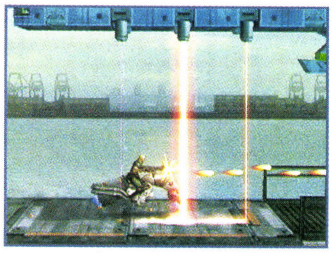
PLAYSTATION 2 PREVIEW



Contra Set for PS2 Debut

16-bit classic gets spanking new update.

Contra: Shattered Soldier seems to be taking all the best bits of what makes a great Contra game. Everything from the previous installments in the series is readily apparent here. Frenzied, non-stop action backed up by impossible firepower and an '80s-worthy guitar soundtrack. Bosses will make you pee your pants. They range from big to monstrous, and they'll let you know who's in charge more often than not. If that sounds like the game's difficult, it's because it is. But still, it's Contra-difficult, which means playing levels over and over until you learn patterns and other crucial information. It's nice to see Konami giving this one the attention it deserves. We'll be back with a complete review before long.





Wonder if he can shoot those dogs? We'll try, for sure.



Chaotic, changing environments make Contra: SS a thrill-ride.

PLAYSTATION 2 AND GAMECUBE PREVIEW

Mortal Kombat: Deadly Alliance

Fatalities Revealed.

Pain is temporary—death is eternal. No surprise then *Mortal Kombat: Deadly Alliance* sees fighters going out with a bang. Newly unveiled fatalities include Jax leaping to land with both feet on an opponent's head, and Sub-Zero wrenching an entire skeleton from a foe's torso. Shocking, yes, but also bloody good fun.



Step 1



Step 2



Step 3



Step 4



Step 5

NOW FINISH HIM!

MK delivers brutal gore in fine fashion. Ahh, we remember the days when ALL video games used to try and be this violent. Good times, indeed.

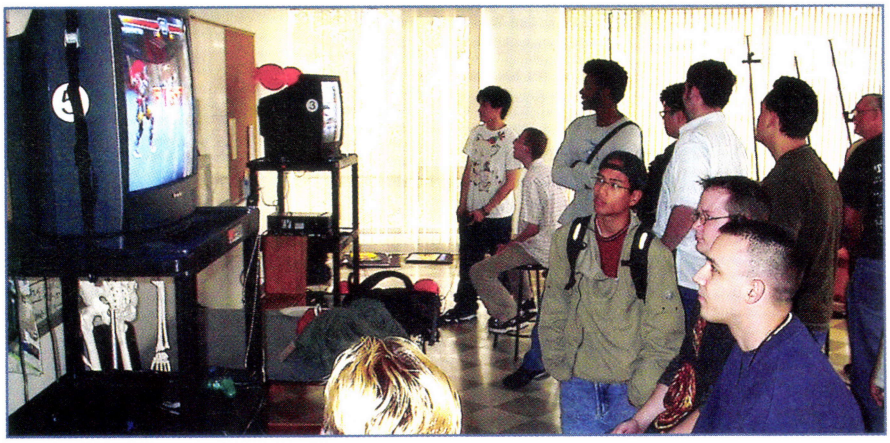
OUR KIND OF FINALS

At the Art Institute of California, San Francisco, students enrolled in the school's Game Art and Design program are able to blow off steam and show off their video gaming skillz with school-sponsored video game tournaments. The tournaments, which are offered on a quarterly basis (no doubt to mask the presence of exams) give students the chance to compete for prizes and bragging rights in such games as *Tekken 3* and *Gran Turismo 3: a-Spec.* And you thought your older brother went to a party school...

For more information about the Art Institute of California, San Francisco, and the Game Art and Design degree program, visit www.aicasf.aii.edu.



Tournament winners Don Berger and Bernard Woo.



Disney | SQUARESOFT

WHO YOU WILL



PLAYSTATION 2 AND GAMECUBE PREVIEW

Star Wars: The Clone Wars

A wild ride on the Dark Side.

Vehicular homicide. Not a happy sounding term, but an offense you'll gleefully be guilty of this fall when LucasArts ships *The Clone Wars*.

Set immediately following the events of Episode II, three Jedi (Anakin, Obi-Wan and Mace Windu) find themselves enmeshed in a brewing conflict. Taking up arms by way of five craft including Fighter Tanks, Assault Walkers and Republic Gunships, you'll help the heroes do battle with Count Dooku's forces. At stake, the galaxy, as foes race to assemble an ancient Sith weapon of terrifying power.

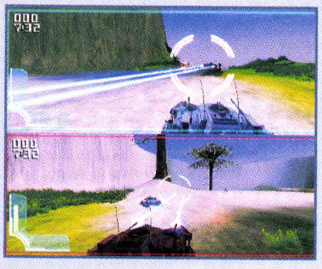
Death on wheels is theme throughout 16 missions and six planetary systems, with participants engaging in an orgy of automotive destruction. Equipped with primary and secondary weapons plus special abilities, you'll swap vehicles mid-mission and whoop some serious Separatist heiny. Good luck keeping it together as the battlefield comes alive, with lasers, guided missiles and warheads raining down all around. Enterprising do-gooders can also enjoy four multiplayer variants such as Deathmatch and the strategic-minded Conquest (a natural fit for developer and Battlezone creator, Pandemic Studios).

Now that's what we call stellar.



"Now this is pod rac—" Kablooey!







PLAYSTATION 2 PREVIEW

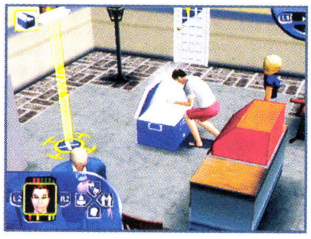
The Sims

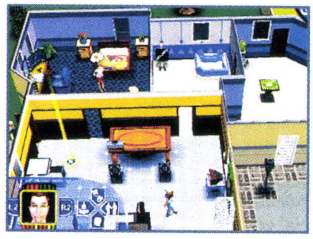
Toying with someone's life.

It's no secret PC to console conversions suck, but someone must have forgotten to tell Electronic Arts that when it was making *The Sims*.

For starters, the control scheme powering this all-new port of the best-selling people simulator is nothing short of miraculous. Using the analog stick and buttons as a point and click, icon-driven interface, players will barely break a sweat. Lucky turn, that, as acquiring 13 new objects, managing up to 10 digital alteregos in one house, and completing a newly introduced mission-based tutorial should be a blast. Even veterans will find a wealth of reasons to return to the virtual playground, as several new unlockables breathe new life into the mix.

Also new are 2-player challenge games. Competitive types can go head-to-head in Thief of Hearts, duking it out for affection, or try conning their way into the most money. With over 180 objects to play with from the outset, and a host of fresh enhancements, you'll find *The Sims* a bona fide phenomenon when the title ships this November.





PLAYSTATION 2 AND GAMECUBE PREVIEW

Shox

Further satisfying your need for speed.

Flooring the pedal is a rush few drivers ever experience. Luckily, you can add a few more satisfied customers to the list when *Shox* drops this Fall.

An accessible, fun driving simulation, *Shox* demands players race rally-style cars across some truly inhospitable terrain (dirt, snow and mud tracks are just the beginning). You'll also encounter Shox Zones, portions of the course designed to be completed post-haste. Zip through them fast enough, and you'll not only be rewarded with medals and cash—useful for gambling or purchasing new cars —but the chance to unlock a total of five championships.



Shox offers its fair share of licensed vehicles, and each rated on steering, speed, and stability for a purely arcade style experience. Two to four players can even butt heads across Mayhem Arenas and in capture the flag contests laced with colorful power-ups.

With creative circuit themes ranging from "Jungle Fever" to "Alpine Blast," it'll likely be a sight to behold. Not that taking your eyes off the road is well advised, but we digress.



XBOX PREVIEW



Inside Drive 2003

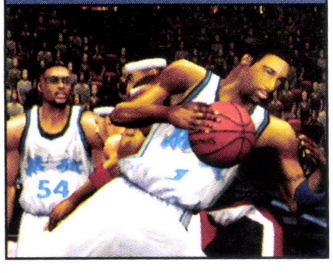
Microsoft takes it to the rack one more time.

Inside Drive was a solid title last winter, but huge gains will be needed to keep step with sports rivals Visual Concepts and Electronic Arts.

One of the biggest complaints from last year was the unrealistic speed of Inside Drive's turbo button. Early builds show a much smoother turbo, as well as a good sense of speed overall. Where too many blocked shots was a problem in 2002, players are more apt to improvise their way around possible blocks. If all else fails, *Inside Drive 2003* adds plenty of customizable sliders for almost all possible user and AI skills.

Dynamic Player Performance, born in *NFL Fever 2002*, looks to be a welcome improvement to their dynasty mode. With a salary cap and the NBA's relatively small rosters, Dynamic Player Performance gives cap-restricted teams the chance to survive, especially if one of your bench players can get on a roll.

If Microsoft can deliver on their promise of lag-free online gameplay, *Inside Drive 2003* looks to be a possible contender to *NBA2K3*'s crown.





VASH THE STAMPEDE

Vash costs $34.99, and you can pick him up at any self-respecting comic book shop. What, you've never heard of Vash the Stampede? He's from the Trigun anime series.



Check out Pioneer's website for more info: www.pioneeranimation.com.

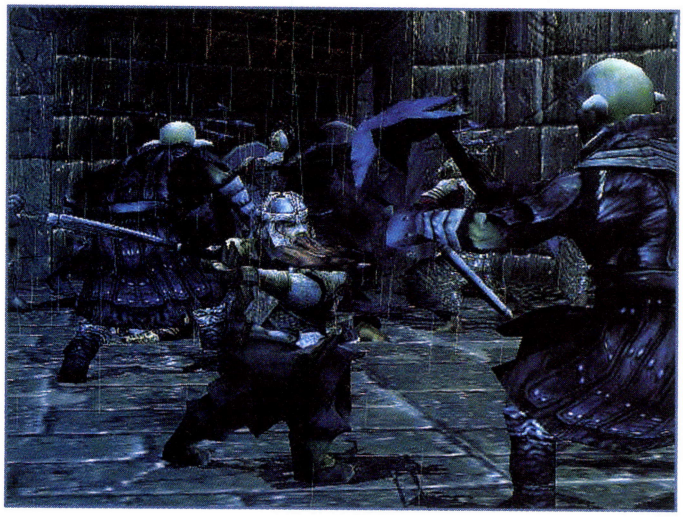
VAMPIRE HUNTER D

Are you down with the D? The "D" we're referring to, Vampire Hunter D (who is not to be confused with the Jack Black and Kyle Gass band known as Tenacious D, which, we should mention, we're also down with), is one of the coolest characters in anime. This Vampire Hunter D mini-bust will run you about $39.99, or $49.99 if you get one of the limited edition versions signed by sculptor Susumu Sugita.





PLAYSTATION 2 PREVIEW











The Lord of the Rings: The Two Towers

More Movie-to-game titles? Shocker!

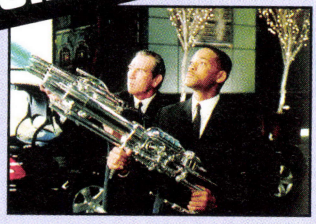
With the power of New Line Cinema and Electronic Arts behind it, *The Two Towers* is already shaping up to be the must-have brawler this holiday season.

This game gives you the option of playing as Legolas, Aragorn or Gimli, and each character comes with his own set of unique moves and skill upgrades (You mean a dwarf performs differently than an elf?). From sword swipes to long-range bow attacks and overhand axe chops, you'll find a ready array of combat techniques waiting to be combined into impressive combos. But you can't take such abilities for granted—Uruk-hai, Warg Riders and orcs all pack a punch, but they're nothing compared with the might of boss creatures like the awe-inspiring (and brain-squishing) Cave Troll.

Atmosphere is everything here. From flaming catapult shots that rain down upon the walls of Helm's Deep to suspenseful turns in the mysterious Fangorn Forest, it's an audio-visual tour-de-force. Throughout the game's 13 levels, one can always spot the attention to detail, whether it's a creature who immolates after being pushed onto open flames or watching as some nasty mutant lurking in a pit consumes incautious adversaries who wander too close.

With snazzy visuals, a score highly reminiscent of the feature film and two years of development effort behind it, *The Two Towers* is all but guaranteed to shine. For once you can count on a licensed spin-off that actually lives up to the grandeur of its already genre-defining inspiration. The battle against Sauron begins this November.

DVD MOVIES COMING SOON!







MEN IN BLACK II

We're expecting this DVD to ship sometime in November, just in time for the holiday buying season. We haven't gotten a full feature list yet, but if last year's stellar *Men in Black* DVD offers any indication of what to expect, consider us excited. Maybe we'll finally get an explanation as to what happened to Johnny Knoxville at the end of the flick.

SPIDERMAN

Spider-Man is coming to DVD on November 1, 2002, as we're about as excited as can be. You can record your own audio commentary track! How cool is that?


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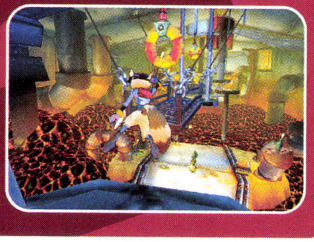
SLY COOPER and the Thievius Raccoonus



5 Reasons to be as excited about Sly Cooper as we are!

5. He has moves that'd make Mario jealous.

Winging, flipping, bouncing, slicing and sneaking—beginner's stuff. Diving, rolling, dashing, using your hat as a land mine, and turning invisible—these are the skills of a master thief. Sly learns his flashiest moves by playing through the game's level-to-level scavenger hunts. If he can find every green bottle in a stage, he gets access to a safe, which contains directions on how to use a new capability. Play carefully, and you'll be stocked with a ton moves by the end of the game.



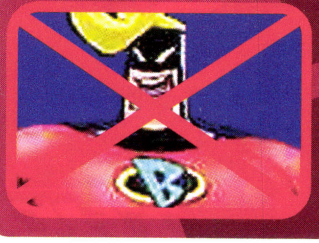
4. His arch enemies are as cool as they are evil.

The problem with most platform games is that the enemies tend to be less interesting than the heroes. Did you really care about Grunty the Witch? Neo Cortex? K.Rool? Didn't think so. By contrast, the guys Sly has to fight are all given funny, detailed back stories, which are told through still frame cinemas. The end level battles are both challenging and inventive; they're the kind of bouts that'll ping pong in your head long after you've busted through them.



3. He has what it takes to be Sony's first real mascot.

Sony's attempted to figure out the whole "company mascot" thing before, with mixed results: Crash was boring, PaRappa was too hardcore, and Blasto (at left) flat out sucked. Sly is Sony's best chance at a solid franchise.





2. He's the best looking rodent this side of Mickey.

Gameplay is always more important than graphics, but if a game is frickin' beautiful, we won't hold anything against it. *Sly Cooper* is one of the best-looking titles on any system—frankly, you won't find anything prettier in the action/platform realm. This is the type of title you'll pop in when friends are over, just to show off the power of your PlayStation 2. The backgrounds and characters appear as if they've been hand drawn; the game's look reminded us of those vintage Bugs Bunny cartoons.



Number 1

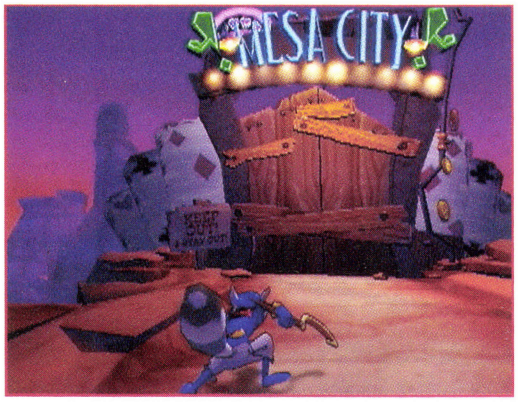
Sly's world is jam-packed with fun things to do.

*One of the best things about Sly Cooper is its highly varied gameplay. You always feel like you're doing something new and exciting; the experience never gets stale. What follows is a blowout of the game's second world—**Sunset Snake Eyes** (an area that reminded us of Las Vegas). This is one of our favorite locales because it's loaded with interesting tasks. The pictures below should give you a good idea of what the whole game feels like: every 15 minutes or so, our hero jumps into a unique stage via a large world hub.*



A ROCKY START

This mission takes Sly to the outskirts of a nearly deserted gambling mecca. Once packed with vacationers and local riff-raff, the place is now closed to the public. That gives Muggshot, an unruly mob boss, time to construct an obnoxiously large new casino.

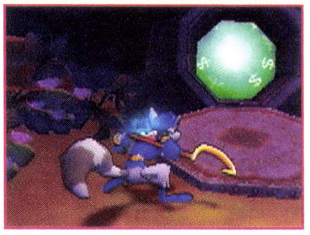


The mission begins outside the gates of Mesa City. Sly gets around the locked barrier by climbing up the twisted brown pole to the right of the entrance.



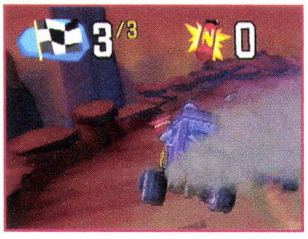
Sly's hook is a great tool to use when crossing large bodies of water. It lets him swing between rings (one of the coolest play mechanics in the game).





AT THE DOG TRACK

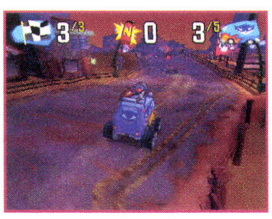
The local thugs let off their steam by participating in underground races. Great prizes are awarded to winners, but the rigorous terrain is known for tearing vehicles apart—getting to the finish line as the front runner isn't easy.





Murray—a big, purple Barney wannabe—has a tendency to get in trouble while helping out Sly. Here, he's accidentally entered himself into a cut-throat rally-style race. Let's hope Murray wins: A valuable key is at stake!





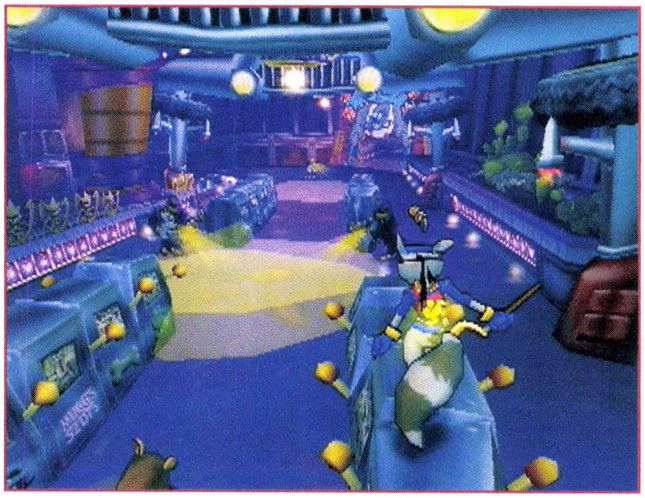




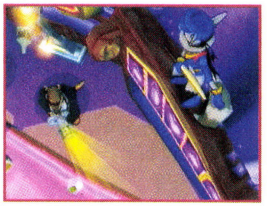
Murray can pick up nitro boosts, which are littered generously around the track. They're best to use on straightaways.

BONEYARD CASINO

Much of the construction work in Muggshot's casino has been completed, but that doesn't mean it's not hazardous to walk around the area. The whole place is guarded by growling dogs who wield large guns; if they catch Sly in their sights, he's a goner.



This stage lets Sly perform a little Solid Snake-inspired sneaking. The giant guard dogs on the casino floor can't see anything outside the range of their flashlights, so the further Sly is from the floor, the better.

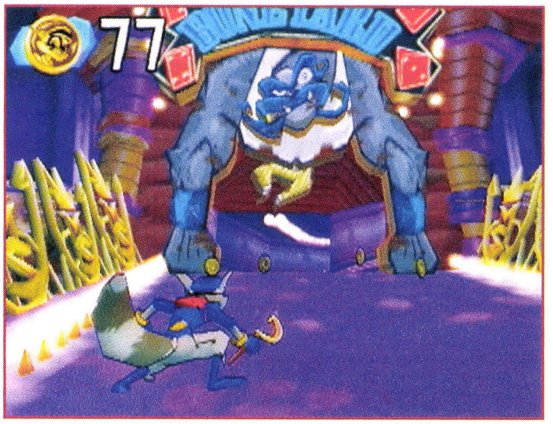


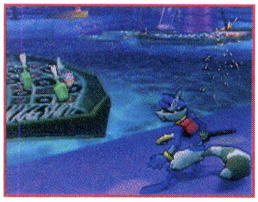
When Sly sees a wall lit up with purple sparks, a special stealth tactic is available: He can push his back against the wall and silently slink forward.

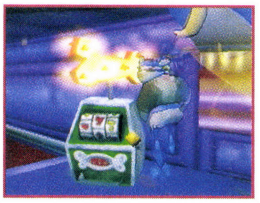


Spinning roulette wheels light up with yellow trip wires near the level's end. Jumping from platform to platform is tricky when dealing with these obstacles.

You don't have to run, Sly. The thug in front of you is made of wood. The real Muggshot will attack later on.









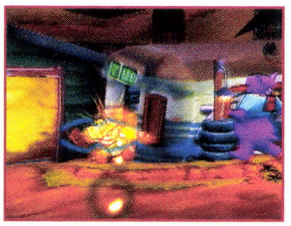
Our hero can't swim, so he has to watch his step. It's odd: Sly can fall from great distances without receiving a scratch, but for some reason, he's never learned how to wade across water.

MURRAY'S BIG GAMBLE

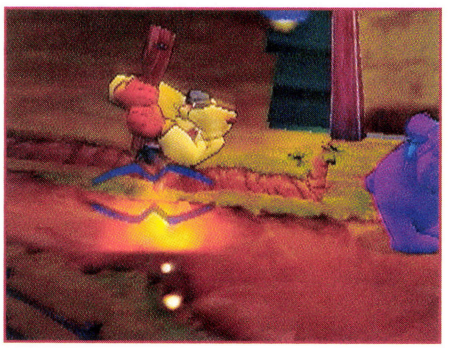
This stage puts Sly behind the turret of a large cannon. He could have handled the area by himself, but dumb ol' Murray decided to stumble in and help, so naturally, acquiring the level's key has suddenly become a big pain in the neck.

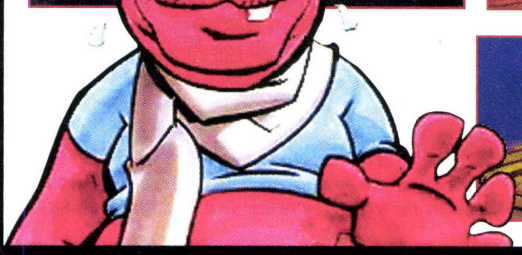


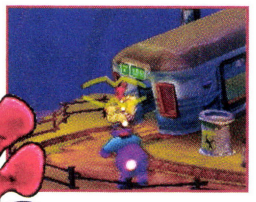
Here, Murray has to sneak into a heavily guarded compound to steal a key. Sly acts as backup,, sniping enemies as they come into view. A little rapid fire action helps in this spot.



As a villain approaches Murray, Sly's angle on the action will automatically zoom in. Keep in mind, the default control is inverted (up is down, down is up).









Sometimes Murray will duck into an enclosed area for cover. When that happens, Sly has to aim at windows and time his shots very carefully. This is the toughest part of the stage because it's easy for Sly to accidentally hit his partner. If he does that, the level comes to an immediate end.



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JOSHKALIS

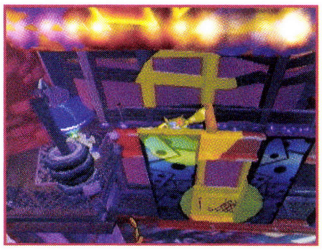


JOSH'S NEW SHOE, THE **VERDICT**. AVAILABLE IN GREY/RED, NAVY/GREY AND BLACK/WHITE.

BACK ALLEY HEIST

One could call this the "trampoline" stage. In it, Sly is able to bounce off of stretchy platforms to soar to the top of the screen. Trust us, jumping around the level every bit as fun as it sounds.







In one of the cooler sleuth sequences, our hero has to avoid being detected by spotlights. By ducking down low, he manages to keep from being seen by any enemies.

This is a good location for Sly to try out his new slow-motion skill. The move gives him another second of air time when jumping so he can be sure to land safely.

The second Sly steps on an air conditioner, it dislodges and falls to the street. Look out below!



STRAIGHT TO THE TOP

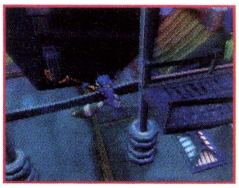
Sly can see the key he needs right at the start of the level, but there's one little problem: it's encased in unbreakable glass! He needs to climb up to the top of a giant wrecking ball and smash it into the glass barrier (OK, so it's almost-unbreakable glass).



Muggshot—spelled out in enormous neon letters. Wait a minute: isn't that the name of this world's end boss? What an ego! But then again, Sly thinks an awful lot about himself, too. When these two finally come face to face, things are sure to get really interesting.







Sly gives this gold ring a yank, revealing a secret stash of clue bottles. If he can collect all of the bottles in a level, he'll gain a brand new skill.



Just about any wire or pole Sly runs across can be latched onto and climbed. Here, he uses that obnoxious green sign to his advantage.

This area allows for a lot of interaction with the environment. Here, Sly climbs to the top of a neon pole, and it snaps under his weight. Timber!







HE'S DISHING OUT A DOUBLE BLAST OF

DEEP FRIED AND DEEP FREEZE.









SPYRO 2 SEASON OF FLAME

spyrothedragon.com

Spyro's taking his breath to a new degree in Spyro 2: Season of Flame for Game Boy® Advance. With fire, ice and four playable characters: Spyro, Sparx, Agent 9 and Shelia the Kangaroo, this one's going to be an adventure of breathtaking proportions.

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GAME BOY ADVANCE

DIGITAL ECLIPSE

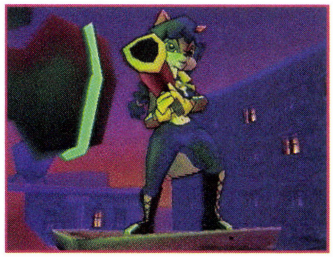
UNIVERSAL INTERACTIVE

EVERYONE E CONTENT RATED BY ESRB

TWO TO TANGO

This scenario proves that opposites really do attract. Just as Sly has made it to Muggshot's hideout, Inspector Fox—his romantic adversary—comes from out of nowhere and tries to arrest him. Sly won't go easily, so a wacky chase ensues.





Here she is, the lovely Inspector Fox. She's been chasing Sly for a long time now, and seems to enjoy the hunt. Every time Fox has Sly in her sights, she takes a moment to flirt, and he gets away.

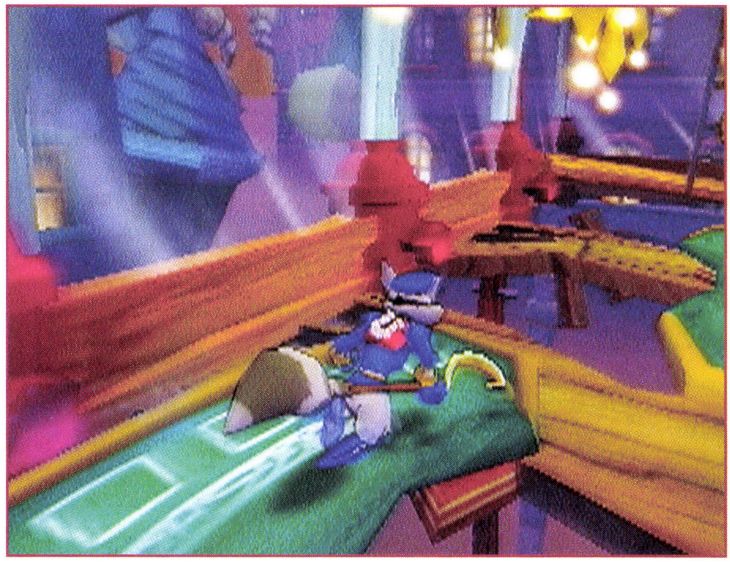
No platform is safe once Inspector Fox starts blasting. Sly can't stay in one place for more than a second, or the plank he's standing on is gonna get toasted.



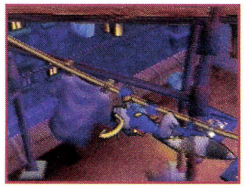
The level starts out slowly enough, but it's best for Sly not to get complacent—unexpectedly, a foxy female officer appears and chases him through the stage.

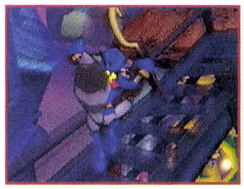
Early in the game, Sly is taught how to balance on extremely small platforms. This skill is helpful when he's trying to reach out-of-the-way locations. To perform the trick, Sly has to to jump , pull off a quick spin, and guide his body to a safe landing pad.





Occasionally, Sly takes refuge from Fox's attacks by going inside buildings. But even then, he's not safe. The area's interiors are just crawling with thugs.





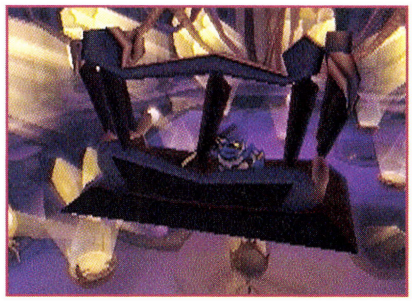
LAST CALL

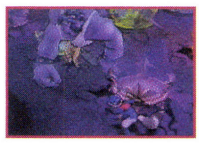
Muggshot stole a chapter from Sly's family journal—the Thievious Raccoonus—and our hero's not leaving Mesa City till he gets it back. Things are about to get really messy.



Muggshot is described in the game as the "ruthless muscle of the fiendish five." After going to a screening of The Dogfather *when he was a pup , he decided to devote his life to crime, and has since become a powerful mob boss.*

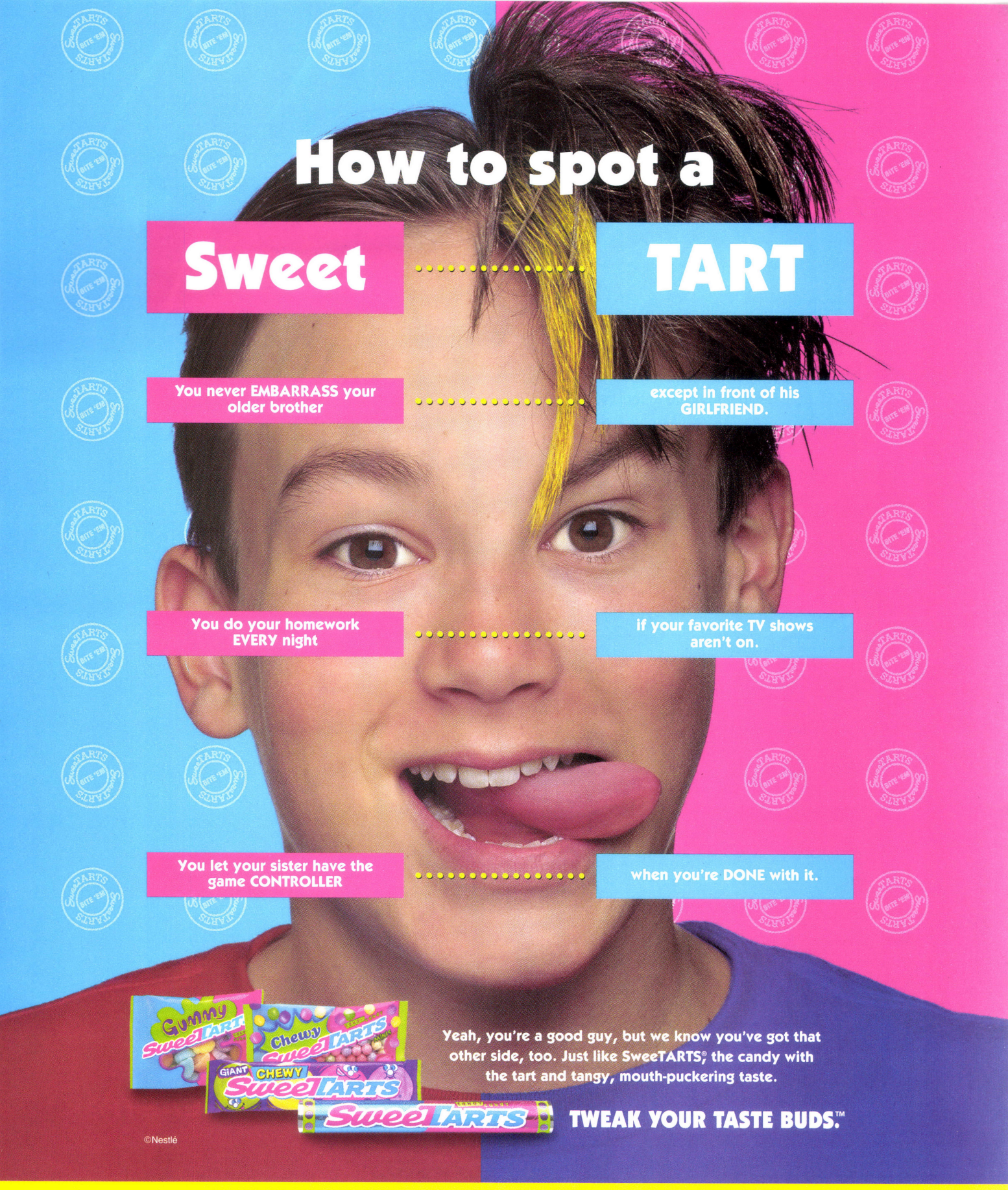
When the mirrors light up his den, Muggshot gets distracted, and he drops his enormous gun.











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NOW PLAYING

GameNOW Takes on the Month's Top Games

It's a good month for reviewers. *Mario Sunshine*, *SOCOM*, *Beach Spikers*, *Castlevania* and *Super Monkey Ball 2* spread plenty of smiles throughout the office. The games were so good, even our smiles were smiling. Things are only bound to get better from here, as the holiday season brings plenty of great titles. WHOOP!

MEET THE CRITICS



Dan Leahy

Dan's favorite hobby this month was *Madden* online. It wasn't good for the productivity level, but at least it kept him out of our hair.

Favorites: *Madden NFL 2003, NFL 2K3, Tribes: Aerial Assault*, Transitioning.



Justyn Harkin

Justyn found himself interviewing at *Mary Beth's Beanie Baby Magazine*, and he wanted to die. Working for *GameNOW* was the greatest job he ever had.

Favorites: Goofing off on the clock, going to E3, Corporate American Express card, handlebar mustache.



Phil Theobald

This month, Phil learned that when he jumps off the roof of our office, he can't fly like Mario no matter how many Super Soakers he's duct-taped to his back.

Favorites: *Super Mario Sunshine, Super Monkey Ball 2, Rockman & Forte* (import GBA), *Super Mario All-Stars.*



Ethan Einhorn

After gaming inside all summer, Ethan's finally agreed to go out and get a little sunshine—*Mario Sunshine*, that is. He'll be back from the store in 15 minutes.

Favorites: *Super Mario Sunshine, Sly Cooper, Beach Spikers, SOCOM, Kingdom Hearts, Urban Yeti!*

THE LUCKY & THE OVERPAID: GAMENOW'S FREELANCE CONTRIBUTORS

Lee Stabler

We keep Lee Stabler locked up in a cage and deprive him of food and water so that his sports reviews are as vicious as possible.

Favorites: *Madden 2003, NFL 2K3.*

Tyrone Rodriguez

Part of the ADD-generation, Tyrone Rodriguez spends most of his giving "professional opinions" on games, or working on turbocharged cars named Silvia.

Favorites: *Tekken 4, Kingdom Hearts, Tony Hawk's Pro Skater 4.*

Chris Johnston

If there's only one thing you can say about Chris, *EGM*'s News Editor, it's that the man really loves fluorescent light bulbs.

Favorites: *Animal Crossing, Super Mario Sunshine, Sly Cooper and the Thievius Raccoonus.*



Super Mario Sunshine
Page 82



Kingdom Hearts
Page 46

GAMES REVIEWED

Animal Crossing . 38
Beach Spikers . . . 44
Castlevania: Harmony of Dissonance 52
Dino Stalker 48
Kingdom Hearts . 46
Mystic Heroes . . . 42
NFL Fever 2003 . . 51
Super Mario Sunshine. 82
Super Monkey Ball 2. 36
Ty the Tasmanian Tiger 50

THE SCORE SHEET

Plain and simple, this is how we break it down to come up with a final grade. Keep in mind that a C is average, B is good and A is great. Games receiving a D or F are poor and don't deserve your time. The + and - are used to add a little spin up or down. Enjoy!

CONTROL

We consider whether the control feels "on" for its given genre. Also, we like to see customizable controller configs and other options to put players in charge.

IMPACT

This is where we look at the game as a whole. Graphics and sound are a large part of impact, and originality is considered here as well.

LIFESPAN

Replay value, depth and long-term fun factor are keys to a game's lifespan. Basically, this tells you what kind of bang you get for your buck.

EXTRAS

Extra game modes, online play, special cheats/levels and more make up our extras category. The more the better, right? We thought you'd agree.

NOW RATED: *Once we've thoroughly played a 100-percent version of the game, we'll give it our final "Now Rated" grade.*

PROs and CONs

- Monkeys in balls!
- Tons of stages
- Those incredibly addictive mini-games

- The camera can get a little funky
- It's sometimes a bit too difficult



CONTROL

Controlling these wacky monkeys can be tricky at first, as the controls are very sensitive. Practice makes perfect, friends.

IMPACT

Sure, this isn't the most graphically intense game out there, but it does have monkeys inside balls. That must count for something.

LIFESPAN

Not only will the game's high level of difficulty keep you coming back for a long time, the mini-games are über-addictive.

EXTRAS

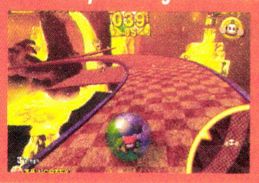
Did we mention that you have to unlock six of the 12 mini-games? Well, you do. Don't worry—you'll have fun doing it.

NOW RATED

Until *Mario Party 4* comes out, this is the best party game on the GameCube. Even then, *SMB2* is gonna give Mario a run for his monkey—I mean, money.

A





Just like in the original game, there are bonus stages that can only be played if you complete the game without continuing.



SUPER MONKEY BALL 2



To reach this stage's goal, you'll have to race the falling dominoes, before they block the path.

"...One of the best multi-player experiences on this, or any other, system."

Huzzah! The monkeys are back! Sure, it hasn't even been a year since AiAi and his monkey friends debuted on the GameCube (as one of the system's best launch games, no less), but it sure feels good to have them back.

As before, the heart of Monkey Ball lies in its arcade-style Challenge Mode. Just like the Main Game in the original, this is where you must maneuver your sphere-encased simian across a series of hazardous stages and through a goal. Most of these levels are even more difficult than before (and some of those old stages were way-tough).

There's also a new Story Mode, which wraps the Challenge Mode's stages around a bizarre little plot. It's cute, but not much more.

During both the Challenge and Story Modes, there are a few camera issues, especially when maneuvering around tight turns, but with practice, you learn to adapt.

There are no camera problems, however, in *SMB2*'s 12 mini-games, which add tons of replay value. In addition to updated versions of the old games, there are six new ones to choose from. Sure, a couple of the games aren't that great (*cough!* Monkey Race 2 *cough!* Monkey Boat), but the ones that are good are *really* good (try some four-player Monkey Target 2 and see what we mean).

SMB2 is not only is it one of the most challenging single-player titles on the GC, but it's also one of the best multi-player experiences on this, or any other, system.

- Phil Theobald

Only the best Monkey Ballers will ever get to this GameCube stage.







Find the special switch to stop these skating goals in their tracks.

FACT FILE

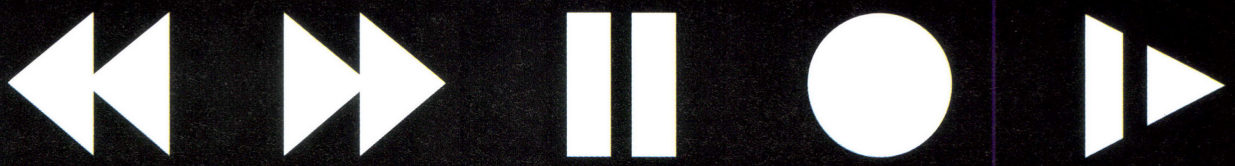
SUPER MONKEY BALL 2

- Publisher: Sega
- Players: 1-4
- Release: August
- Genre: Hot Monkey Action
- Website: www.sega.com

GAMECUBE



Who needs nine lives when you can control time?



Rewind time to throw the world in reverse and uncover secret areas.

Hit fast-forward to tackle challenges that require you to be quick on your paws.

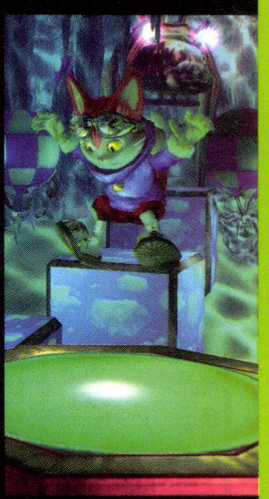
Slam on pause to take free shots at frozen enemies or grab crystals without any hassle.

Record yourself during wild adventures, then replay for twice the Blinx™ action.

Go slo-mo to make everyone seem like they're stuck in mud as you and "The Time Sweeper™" do damage.









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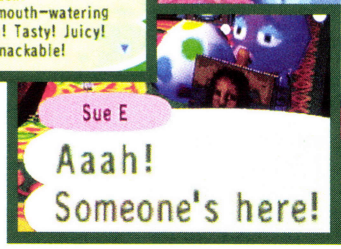


Decide not to run an errand for the mammal next door, and he'll get upset.

Getting stung by bees or bitten by mosquitoes won't hurt, but your animal friends might comment on your "new look."







Sometimes you'll catch your friends off-guard when you stop by for a visit.

ANIMAL CROSSING



Hmmm...who put this large sum of money in the ground, and why?





"...Play for months, perhaps years, and always have something more to do."

Imagine a game that you could play for months, perhaps years, and always have something more to do. A game with no ending that lets you live in a virtual world very different from your everyday life—with animals as neighbors—and lets you do anything you want. Think that game only exists in your dreams? Think again.

Welcome...to Jura-, I mean, Animal Crossing. This isn't a game that stretches the capabilities of the GameCube to the max—in fact, it's a port of a Nintendo 64 game, which sometimes shows through in the form of blocky textures. But AC doesn't need visual prowess to knock your socks off. The amount of stuff to do will do that.

You begin by moving into a new town, buying a house, paying it off with a part-time job at the local five-and-dime, and getting to know your town's inhabitants. And after that first day, you won't be able to put the controller down. You'll find yourself turning on the game "just for a minute" to see how Bubbles is doing with that flower garden. Later you'll realize you just spent hours running errands for your friends, designing patterns to paste on your walls or clothing, and playing NES games like Donkey Kong or Excitebike. The cycle will likely repeat itself many times as you wonder what's going on in your town at all hours of the day and night, waking up at 6:30 a.m. for morning calisthenics.

Have a friend that's playing, too? Borrow their memory card and you can visit their town (and have some real fun posting messages on their town bulletin board and screwing with their neighbors). And if you're outfitted with a GC-GBA Link cable or eReader, you can do even more stuff. Now, if you'll excuse me, I gotta go chop down some trees. My forest is getting a little overgrown.

- Chris Johnston

FACT FILE
ANIMAL CROSSING

- Publisher: Nintendo
- Players: 1
- Release: September
- Genre: Life Simulation
- Website: www.nintendo.com

GAMECUBE





Take an extended vacation from playing, and your neighbors will wonder where you went.

If you reset without saving, Mr. Resetti pops out and gives you a stern talking-to.






12 party games!
over 150 new stages!
all new story mode!
SUPER MONKEY BALL 2™
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SEGA®
www.sega.com/smb2

PROs and CONs

+

- *Tons* of stuff to do
- Visiting a friend's town expands the game even further

–

- So-so visuals
- Long-winded neighbors
- Clunky interface



CONTROL

It's a little too easy to accidentally decline to run an errand for a neighbor, which can get you in hot water with the locals.

IMPACT

There is so much to do in Animal Crossing that you might get a little overwhelmed. A spin of the old NES games will cure what ails ya.

LIFESPAN

Let's see...lots to do...limitless amount of time... I'd say this game could last until you get bored of your town.

EXTRAS

The eReader and Game Boy Advance link up support give you even more ways to spend time in your new virtual home.

NOW RATED

It looks plain on the surface, but once you've established yourself in your new town, you won't be able to put the controller down. Not for everyone, but very good.

A-

A Day in the Life of Animal Crossing...

What can you do in one day of playing Animal Crossing? *Glad you asked. Here's just a small sampling of the wonderment that awaits you when you move in (note that some of these are dependent on dates/times).*

Running Errands



Make sure you complete your errands quickly after you receive the cargo.

Most of the contact with your new friends will be delivering items from one person to another. If you've visited a town on another memory card, the errands might require a return trip.

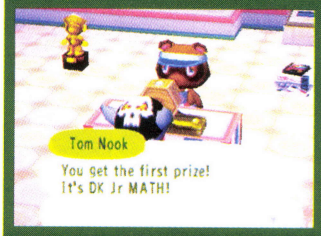
Rockin' Out



Totakeke will treat you to a new tune each week on Saturday night.

Saturday nights at 8 p.m., stop by the train station to hear Totakeke sing one of dozens of catchy tunes while the credits to *AC* roll in the background. Afterwards, you can pick up a tape to play at home.

Raffles at Nook's



Ooh, that golden Mario statue would make a great addition to your house.

On the last day of every month, Tom Nook holds a raffle. If you've been buying stuff from his store throughout the month, he's given you some tickets. Five tickets gets you a chance to win fabulous prizes.

Gone Fishin'



Will it be a fish or a smelly ol' boot? Only one way to find out—catch it.

If you're in the mood to make quick cash, you can catch fish along the waterways in your town. The big ones will "net" you serious coinage if you sell them to Tom Nook. Cha-ching!

Play NES Games



Donkey Kong is just one of the classic games you can find in AC.

It may take a while, but eventually you'll have the opportunity to furnish your house with an NES and one of Nintendo's classic games. Play it on your TV or GBA (if you have the GC-GBA Link Cable).

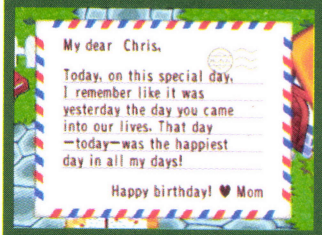
Visit "The Island"



Develop your sea legs and go for a ride on Kapp'n's boat.

Hook up the GBA-GC Link Cable and Kapp'n's boat will show up at the dock on the bottom of your town map. You can't do much there, but it's good for collecting coconuts to sell back to Tom Nook for cash.

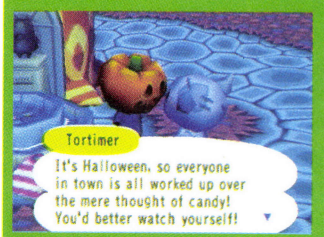
Send/Receive Mail



When your birthday arrives, you'll get a card from your virtual Mom.

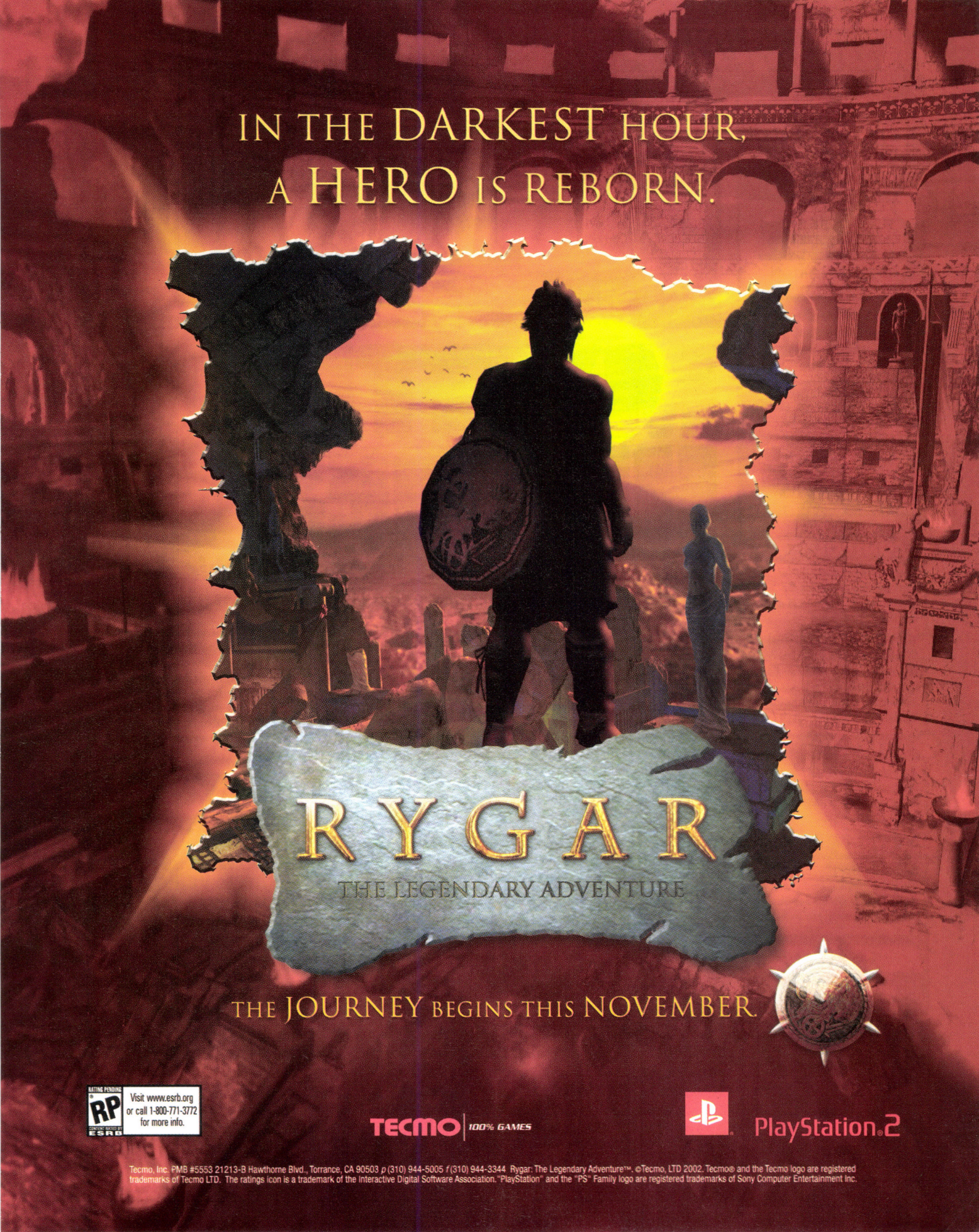
After you arrive, your neighbors will beg you to send them mail. Correspond with them and friends in other towns by writing letters. Just keep them clean or you might get hate mail back.

Celebrate!



Even the mayor of your town will dress up for Halloween.

Holidays are the best part of living in your new town. For example, on Halloween night (at right), everyone gets dressed up. If you don't have candy when you run into your buds, they'll trick ya for sure.



Tecmo, Inc. PMB #5553 21213-B Hawthorne Blvd., Torrance, CA 90503 *p* (310) 944-5005 *f* (310) 944-3344 Rygar: The Legendary Adventure™. ©Tecmo, LTD 2002. Tecmo® and the Tecmo logo are registered trademarks of Tecmo LTD. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PROs and CONs

+

- Solid split-screen multiplayer action
- Elaborate battles
- Gigantic bosses

–

- It get really repetitive really fast
- Camera is buggy
- It's too short



CONTROL

Jump,, press the magic button, then start fighting as you hit the ground. Repeat this process a zillion times. Sounds fun, eh?

IMPACT

Despite an intense effort on Koei's part, this game isn't any more mainstream than its inspiration, Dynasty Warriors III.

LIFESPAN

The Solo Mode will only last a night or two. A vast set of multiplayer options add substantial life to the title, though.

EXTRAS

Beyond the four-player feature, you get a Survival Mode, which tracks combos strings and the number of enemies you've killed.

NOW RATED

This game adds a lot of great stuff to Koei's long-in-the-tooth Dynasty Warriors formula, but the sum experience is still way too repetitive to be enjoyable.

C





The bosses in this game are pretty impressive. Here, the enormous Ka Dracor eyes a potential snack.



The screen is usually crammed with enemies —you'll find yourself fighting as many as 50 thugs at one time.

MYSTIC HEROES



"Koei might as well have called this game Jim Henson's Dynasty Warrior Babies."

Koei, *Mystic Heroes'* publisher, might as well have called this game *Jim Henson's Dynasty Warrior Babies*. The maps, health aids, breakable urns and battle modes have been pulled straight out of last year's *Dynasty Warriors III*. In fact, if it weren't for the anime-style characters and the over-the-top magic system, I would have thought I was playing *Dynasty Warriors IV*.

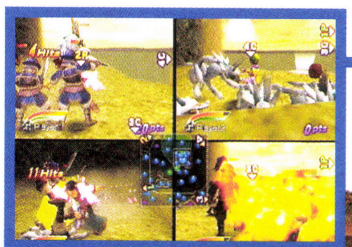
So... does cute equal better? No. The cartoon warriors in *Mystic Heroes* are pretty tough to take seriously. When these tykes are on the screen, you don't get that all-important sensation of trudging through a battlefield, fighting desperately to stay alive.

The game's elaborate magic spells are great eye candy, but they destroy the title's play balance. Spells cast in mid-air are so powerful enough to wipe out an entire army in a matter of seconds.

Flashy boss battles have been thrown into the mix, presumably to keep the game from being a cakewalk. Most of these beasts are fun to take on, but a handful of them are extremely tough to kill, and that's a big problem in a game like this. If you die fighting a boss, you'll have start over from the beginning of the level. Typically, 200 (or more) enemy soldiers have to be re-fought before you get a rematch with the monster that kicked your ass. Arrgh!

The one thing that redeems this game is a well-designed Multiplayer Mode. It allows you to battle up to three buddies at once, and it runs at a nice, smooth clip. So, as a party title, this is fun, but as a solo experience, it's a bust.

- Ethan Einhorn





One of the best aspects of the game is its multiplayer setup.. The four-player mode works surprisingly well.

FACT FILE

MYSTIC HEROES

- Publisher: Koei
- Players: 1-4
- Release: September
- Genre: Hack 'n' Slash
- Website: www.koei.com

GAMECUBE



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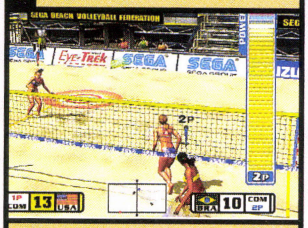
PROs and CONs

+

- Easy to play
- Babes in bikinis
- Great multiplayer fun

–

- Not enough options overall
- Not enough bikini variety



CONTROL

Controls that make you holler with glee. It's that simple, and addictively fun. Makes us yearn for the NES two-button days.

IMPACT

Lively audio and sun-splashed visuals help this game pop. It also doesn't hurt that in-game menus are bright and colorful.

LIFESPAN

Shouldn't ever hang on the shelf for two long. Fun to grab and play anytime, and offers extended replay value.

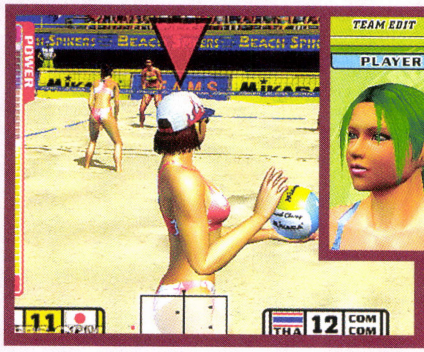
EXTRAS

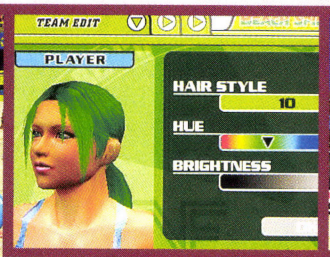
Not much here. We would have liked to customize our team throughout the World Tour, but maybe next year.

NOW RATED

Sweet summer fun. *Beach Spikers* is really about high-intensity arcade fun. Throw in some babe-appeal and a solid tour mode and we're hooked.

B+





Be the ball. Hold it like an eggshell, yea, that's it. Now give it a smack!



A warm embrace and Sonic's on the spot to join the fun. That's one weird scene.



"Hit it to me, hit it to me!" Set your partner up carefully for good results.

BEACH SPIKERS

"Old-school arcade fun is the order of the day here, and Sega knows how to deliver."

When you boot up *Beach Spikers*, your first thought might be, "Is this something right from 'The Man Show'?"

Yes, tanned, bikini-clad women jump around and frolic in a wet and wild beach environment, but that doesn't matter one bit after about five minutes of gameplay. Why? Because this game plays so well that you could have turtles out there and it'd still be fun. Old-school arcade fun is the order of the day here, and Sega (*Virtua Tennis*) knows how to deliver.

Gamers can dive right into the action thanks to Sega's "less is more" control scheme. In this day of 18-button control schemes, it's nice to have two buttons to do everything you need.

Once you've got that down, timing and quick thinking are your top allies. Much like *Virtua Tennis*, the game's great because it rewards anticipation.

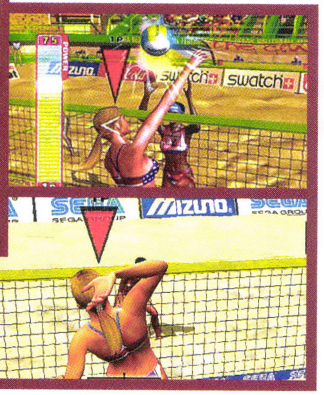
The World Tour Mode is the meat of the game, and where you'll see if your skills match up. Create a team and take on a long line of opponents in a quest to be the best. Before you set out, you can customize your outfit, skin color and other accessories to make the Gabrielle Reese clone of your dreams.

Versus Mode offers a small twist on things, throwing in some cool mini-games for a break from the action. We just wish these could have been in World Tour as well.

All in all, *Beach Spikers* is a great end of the summer bash.

- Dan Leahy





This looks like a scene out of Weird Science...we like customization.

Here's the money shot. You're high above the net, ready to kill.

FACT FILE

BEACH SPIKERS

- Publisher: Sega
- Players: 1-4
- Release: Available Now
- Genre: Sports
- Website: www.sega.com

GAMECUBE



DRAW YOUR SWORD!



As dauntless knight Arthur you are caught up in the most dangerous of quests! A spell has been cast upon the kingdom. Your fair maiden, Princess Prin Prin has been snatched up by the evil emperor. Only as Arthur can you get her back from the creatures of the undead that haunt the land. Test your courage and skill to the limit. You must keep up the quest. On your journey, your mightiest weapon of all awaits you... MAGIC!



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EVERYONE E CONTENT RATED BY ESRB

Mild Violence

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PROs and CONs

Great characters
Lots of extras
Deep story
Beautiful graphics

Repetitive battles
Level layout is confusing at times
Buggy camera



CONTROL

It's easy enough to get into Kingdom Hearts, but ultimately, the battles devolve into tapping the X button over and over again.

IMPACT

This release stands as proof that great games can come from familiar licenses—provided the right development team is on hand.

LIFESPAN

You can blow straight through the game in about 25 hours, or you can go hunting for all the extras, which takes about 40 hours.

EXTRAS

The game has an all-star roster of voice actors, including Haley Joel Osment (A.I., The Sixth Sense) as Sora and Mandy Moore as Aeris.

NOW RATED

This is the kind of game you'll play obsessively till you get to the end credits—and then you'll play it again to find all the goodies you missed on the first go.

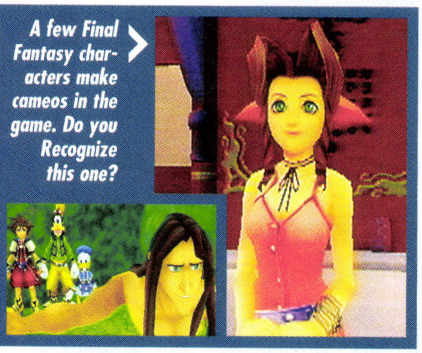
A-



Kingdom Hearts recreates some of Disney's most recognizable scenes, like this one from Aladdin.



A few Final Fantasy characters make cameos in the game. Do you Recognize this one?



KINGDOM HEARTS



"This game is inviting, involving, and fun, despite its flaws."

The battle system in *Kingdom Hearts* is weak, the camera sucks, and the mini-games are a waste of time. But you know what? I love it anyway. This game is inviting, involving, and fun, despite its flaws.

Sora, the story's hero, has to be one of my all-time favorite Square characters. He's not a boring, brooding loner; he's just a nice kid 'lookin to hook up with Kairi, a cutie who lives in his home town.

When a mysterious vortex opens up in the sky and swallows Kairi whole, Sora gathers his strength and sets out to find her. His search leads him through a series of Disney's 'worlds', including Agrabah, Halloweentown and Wonderland. The game's environments are all colorful and boldy drawn; they perfectly capture the mood of the movies that inspired them. And the Disney characters that you run into are the 'spittin image of their cartoon selves. Often times, these familiar faces will agree to take up your cause and fight by your side: you get to swim with Ariel, fly with Peter Pan, and ride a magic carpet with Aladdin. Great stuff all around.

Kingdom Heart's play mechanics cross what you've seen in *The Legend of Zelda* (lots of exploration, real-time 3D battles) with iconic stuff from the *Final Fantasy* series (elaborate magic spells, a three-member party, item shops, summons). This setup doesn't totally gel, but the story does, and that's where this game stands as a triumph. You gotta try it.

—Ethan Einhorn



Goofy and Donald are with you throughout the entire adventure.



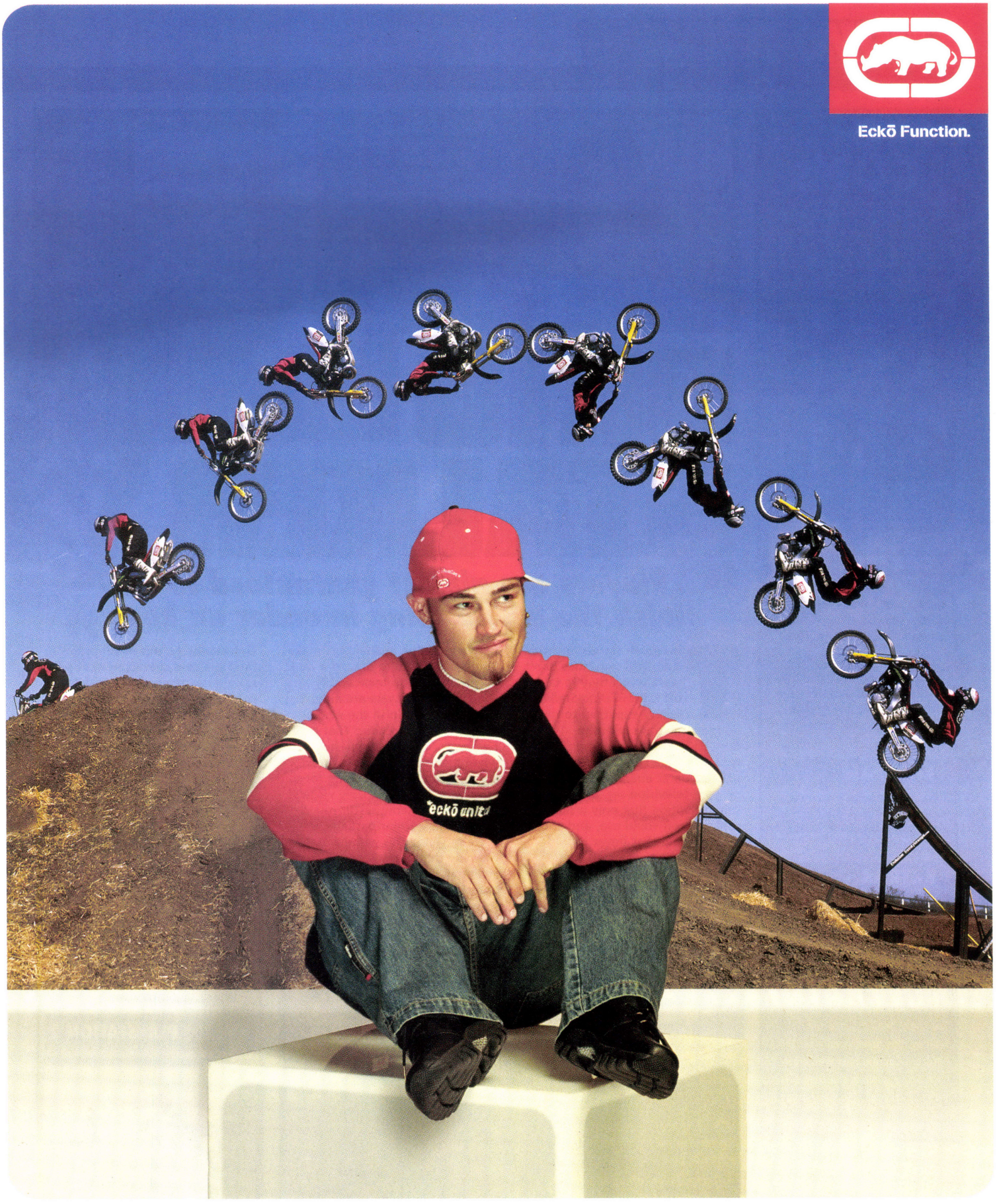
At first best friends, Sora and Rikku quickly become enemies.

FACT FILE
KINGDOM HEARTS

Publisher: Square
Players: 1
Release: September
Genre: Action-RPG
Website: www.kingdomhearts.com

PS2 PLAYSTATION 2





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subject:
Mike Metzger
settling it...

PROs and CONs

+

- Strong story
- It's better than *RE: Survivor*
- Dinosaurs are cool

–

- Clumsy gameplay
- Bland graphics
- It's way too short
- Boring levels



CONTROL

Ugh. It's bad with the Guncon 2, and it's even worse with the standard control pad. Movement is painfully slow and awkward.

IMPACT

Like Resident Evil: Survivor, Dino Stalker *marks the low point of a popular Capcom game series (*Dino Crisis*).*

LIFESPAN

Blink, and the game's over. On your first go-round, you'll probably finish it in just under an hour. Totally unacceptable.

EXTRAS

*This lame action shooter is wrapped up in a surprisingly good story, which was handled by Flagship (*RE2, RE Code: Veronica*).*

NOW RATED

Too short, too easy and too tedious, this game is only for the hardcore Capcom fans who must own every game in the *Dino Crisis* series. Everyone else, stay away.

D



Remember the hedge scene in Jurassic Park: The Lost World? Dino Stalkers *lets you experience that first-hand!*





The game starts with a dramatic aerial battle where you're pitted against giant Pterodactyls.



"C'mere, pally. Let me give you a big, wet lickery kiss."

DINO STALKER



"...Players are almost guaranteed to finish the whole thing in under an hour."

This game stands as proof that light-gun titles don't work when they're taken off rails. in *Dino Stalker*, you're expected to run, dodge and strafe with the GunCon2's digital pad and its buttons, all while carefully aiming the plastic gun at enemies popping up on your television set. Throw in a sniping option that only a skilled contortionist could use, and you have a game that never should have made it to store shelves.

Sure, it can be played with a control pad instead, but that setup's an even bigger mess. You can't invert the cross hairs, and the hero's plodding movements make you feel like you're driving a tank.

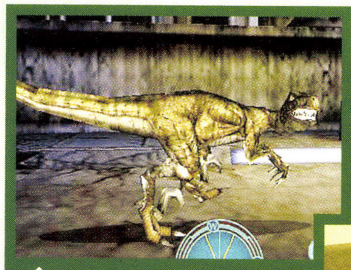
The title is also inexcusably short. Skilled players are almost guaranteed to finish the whole thing in under an hour. That may be fine for an arcade machine, but when it comes to console titles, you need to get more bang for your buck than that. Ugly visuals and a small enemy roster round out the craptacular package.

We're giving this game a D, and the only thing that keeps us from giving an even lower score is an entertaining story. The cinemas spread throughout the game tell a *Twilight Zone*-ish tale of a fighter pilot who is destined to die, regardless of his heroism.

Unfortunately, this novel premise (and the cool characters that prop it up) are tethered to a totally broken game. What a waste.

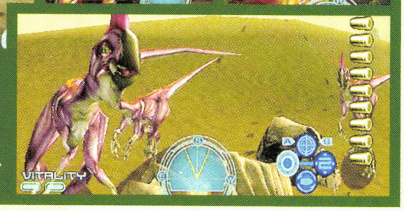
If you own a GunCon 2, you may want to give this a rent. But avoid a purchase at all costs—even if you're a big-time *Dino Crisis* fan.

- Ethan Einhorn









Just another one of the many raptors that will happily throw themselves at you.

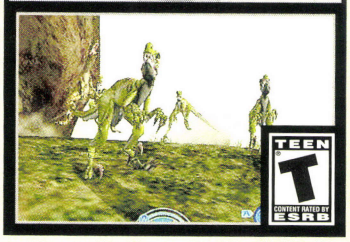
Enemies often attack in herds, so keep an eye on your radar.

FACT FILE

DINO STALKER

- Publisher: Capcom
- Players: 1
- Release: Available Now
- Genre: Light Gun Shooter
- Website: www.capcom.com

PS2 PLAYSTATION 2



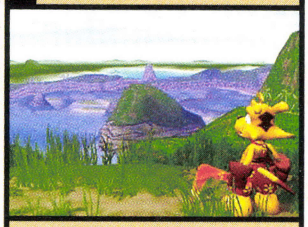


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PROs and CONs

PROs
- Great graphics
- Entertaining movie sequences
- Large levels

CONs
- The characters are not interesting
- The scavenger hunts are boring



CONTROL
Ty comes set with all of the classic action-platform movements—a variation on the butt bounce, projectiles, close range attacks, etc.

IMPACT
This is probably the most derivative character-driven action game since Croc. Ty the Tasmanian Tiger is a totally forgettable experience.

LIFESPAN
The game is long enough, but unfortunately, most the your time is spent working through tedious scavenger hunts.

EXTRAS
You get an interesting (but self-indulgent) making-of video, a picture gallery, and the option to re-watch cinema sequences.

NOW RATED

This game is the very definition of average. It's not worth going out of your way to play, but if you got it as a gift, you'd probably play through to the end credits.

C







Ty has to search every inch of these levels in order to progress through the game. Boring!

TY THE TASMANIAN TIGER





In addition to throwing boomerangs, Ty can attack enemies with his pearly white fangs.

"...one totally unremarkable action-platformer."

Playing this game is kind of like going out to see a cover band; Krome (the developers) knows the words to all the classics, but when it's the one doing the singing, the songs don't sound so sweet.

Ty the Tasmanian Tiger takes the best bits from *Super Mario 64*, *Crash Bandicoot*, *Banjo-Kazooie*, and *Jak & Daxter*, and crams them into one totally unremarkable action-platformer. The game's lead character is about as bland as Croc and Bubsy, and his worlds are as generic as they come. You get the standard issue desert, forest, fire, and ice areas, all tied together with a ridiculous story involving time continuums, magic portals, and wacky talking animals.

Gameplay is primarily based around complicated scavenger hunts. Yuck. Maybe I'm crazy, but having to inch my way through every level just to make sure that I don't miss any hidden trinkets is not my idea of a good time.

To its benefit, the game playfully owns up to its conceptual thieving by using familiar sound bytes at appropriate times. Collecting eggs in *Ty* is suspiciously similar to gathering gems in Sega's *NiGHTS into Dreams*, so a *NiGHTS*-esque chime rings out when Ty performs that task. Also—when you uncover a cage holding a buddy designed to look like a "Jingo" from a certain Rare game, you'll hear a short banjo riff. Funny stuff, but those moments only serve to remind you of how much better the strongest games in this genre are. *Ty* is competent, and it's really nice to look at, but it's also terribly uninspired.

- Ethan Einhorn





It's refreshing to come take control of a character who can actually swim.

FACT FILE
TY THE TASMANIAN TIGER

- **Publisher:** EA
- **Players:** 1
- **Release:** Available Now
- **Genre:** Action-Platform
- **Website:** www.ea.com

PS2 PLAYSTATION 2



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GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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MLB SLUGFEST 20-03

PLAYSTATION 2

GAMESHARK CODES

(M) Must Be On
0E3C7DF21853E59E
EE8D96B6BCD998AA

Home Team Score 0
CEA1CDBEBCA99B83

Home Team Score 20
CEA1CDBEBCA99B97

Away Team Score 0
CEA1CDBABCA99B83

Away Team Score 20
CEA1CDBABCA99B97

1 Strike = Out
0EA1CD66BCA99B83
CEA1CD66BCA99B85

2 Strikes = Out
0EA1CD66BCA99B83
CEA1CD66BCA99B84

1 Ball = Walk
0EA1CD62BCA99B83
CEA1CD62BCA99B86

1 Out Per Inning-Home
0EA1D0FABCA99B84
0EA1CD6EBCA99B83
CEA1CD6EBCA99B85

1 Strike = Out-Home
0EA1D0FABCA99B84
0EA1CD66BCA99B83
CEA1CD66BCA99B85

1 Ball = Walk-Home
0EA1D0FABCA99B84
0EA1CD62BCA99B83
CEA1CD62BCA99B86

1 Out Per Inning-Away
0EA1D0FABCA99B83
0EA1CD6EBCA99B83
CEA1CD6EBCA99B85

1 Strike = Out-Away
0EA1D0FABCA99B83
0EA1CD66BCA99B83
CEA1CD66BCA99B85

1 Ball = Walk-Away
0EA1D0FABCA99B83
0EA1CD62BCA99B83
CEA1CD62BCA99B86

Inf Turbo-Home
CEA1EFD8BCA9DD4B

No Turbo-Home
CEA1EFD8BCA9DB83

Inf Turbo-Away
CEA1EFE4BCA9DD4B

No Turbo-Away
CEA1EFE4BCA9DB83

L1+L2 For Home Advantage
0EA12AF8BCA99582
CEA1CDBEBCA99B97

0EA12AF8BCA99582
CEA1CDBABCA99B83

R1+R2 For Away Advantage
0EA12AF8BCA99082
CEA1CDBEBCA99B83

0EA12AF8BCA99082
CEA1CDBABCA99B97

GAMENOW

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

PLAYSTATION 2

UNLOCKABLE SHIPS

From the main menu, go to the Options screen, then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You will have to enter the first passcode and then enter the second passcode for each cheat before they will work).

Black Cadillac
Put in !ZUVIEL! for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Tie Fighter
Put in ZT?!RGBA for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Tie (Advanced) Fighter
Put in NYM!UUOK for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Naboo Fighter
Put in CDYXF!?Q for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Slave 1
Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Millennium Falcon
Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

GAMENOW

STUNTMAN

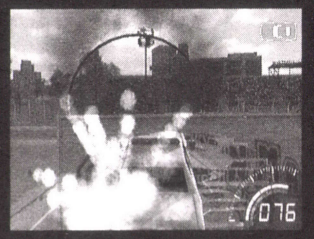
PLAYSTATION 2

GAMESHARK CODES

All Toys (2)
DEADE7BEBCA99B84
DEADE7BABCA99B84
DEADE746BCA99B84
DEADE742BCA99B84
DEADE74EBCA99B84
DEADE74ABCA99B84
DEADE756BCA99B84
DEADE752BCA99B84
DEADE75EBCA99B84
DEADE75ABCA99B84
DEADE766BCA99B84
DEADE762BCA99B84
DEADE76EBCA99B84
SDEADE76ABCA99B84
DEADE776BCA99B84
DEADE772BCA99B84

All Cars (1)
DEADE77ABCA99B84
DEADE706BCA99B84
DEADE702BCA99B84
DEADE70EBCA99B84
DEADE70ABCA99B84
DEADE716BCA99B84
DEADE712BCA99B84
DEADE71EBCA99B84
DEADE71ABCA99B84
SDEADE726BCA99B84
DEADE722BCA99B84
DEADE72EBCA99B84
DEADE72ABCA99B84
DEADE736BCA99B84
DEADE732BCA99B84
DEADE73EBCA99B84
DEADE73ABCA99B84
DEADE7C6BCA99B84

All Cars (2)
DEADE7C2BCA99B84
DEADE7CABCA99B84
DEADE7D2BCA99B84
DEADE7DABCA99B84
DEADE7E6BCA99B84
DEADE7E2BCA99B84
DEADE7EEBCA99B84
DEADE7EABCA99B84
DEADE7F6BCA99B84
DEADE7F2BCA99B84
DEADE69ABCA99B84
DEADE6AEBCA99B84
DEADE6B6BCA99B84
DEADE6B2BCA99B84
DEADE6BEBCA99B84
DEADE646BCA99B84
DEADE642BCA99B84



GAMENOW

GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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STUNTMAN

PLAYSTATION 2

ACCESS ALL CARS & TOYS

From the main menu screen, choose the Stuntman Career option. Next, choose the New Game option and on the password screen, enter any one of these codes for the results as shown. (Note: All of the codes are case-sensitive, so be sure to enter the upper and lower case letters exactly as shown to get the code to work).

Access All Cars
Put in spiDER as your code to unlock every car in training modes and stunt constructor.

Access Every Toy
Put in MeFf as your code to unlock all of the toys in the stunt constructor.

GAMESHARK CODES

(M) Must Be On
0E3C7DF21853E59E
EE98F50EBCCDD8AA

Infinite Time
D1EE09DABCA95603

No Walls Mode
DE989282BCA99B84
DE98928EBCA99B84

Hideous Texture Blur
DE98929EBCA99B83

Brundle Cars
DE94EB2EFB899B83
DE94EB2AFB899B83
DE94EB36FB899B83

Monster Driver
DE94F4EEF9EDD4DB
DE94F4EAF9EDD4DB
DE94F4F6F9EDD4DB

All Toys (1)
DEADE0F2BCA99B84
DEADE7FEBCA99B84
DEADE7FABCA99B84
DEADE786BCA99B84
DEADE782BCA99B84
DEADE78EBCA99B84
DEADE78ABCA99B84
DEADE796BCA99B84
DEADE792BCA99B84
DEADE79EBCA99B84
DEADE79ABCA99B84
DEADE7A6BCA99B84
SDEADE7A2BCA99B84
DEADE7AEBCA99B84
DEADE7AABCA99B84
DEADE7B6BCA99B84
DEADE7B2BCA99B84

GAMENOW

FREEKSTYLE

PLAYSTATION 2

UNLOCK EVERYTHING

From the main menu, access the Options, then select the Enter Codes option. Next, enter any of the following password codes for the results as shown.

Never Ending Freakout Time
allfreek

Every Bike
WHEELS

Every Track
trakmeet

No Bike
flysolo

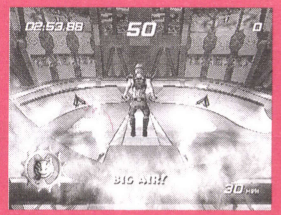
Flames in Back of Bike
firesale

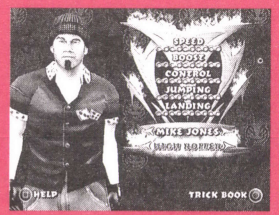
Rider Gets a Helmet
Helmet

Every Outfit
yardsale

Gravity is Low
FTAIL

Unlock Everything
LOKSMITH





GAMESHARK CODES

(M) Must Be On
0E3C7DF21853E59E
EE8CC18ABCBAC27A

All Riders/Outfits
DE979296BBA89A82

All Bikes Available
DE979292BBA89A82

Max Stats
BE9792AABCB39B84
CCF0E88CBCA99B83

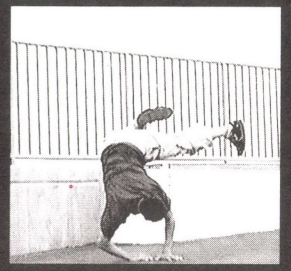
GAMENOW

TONY HAWK'S PRO SKATER 3

XBOX

MULTIPLE CHEATS

All Goals and Medals
From the main menu, access Career Mode and then access Choose Skater. Pick the skater of your choice and go back to the main menu. Next, access the Options. From the Options screen, access the Cheats option. Now put in your code as stiffcomp and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.



Every FMV Open
At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as ROLLIT and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden Full Motion Video sequences in the game.

100% Stats
At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as juice4me and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock full stats for your skater.

All Decks
At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as neverboard and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of your skater's decks.

GAMENOW

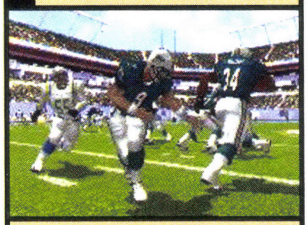
PROs and CONs

+

- Online play
- Pretty stadiums
- Nice weather effects

–

- It ain't *NFL2K3*
- It ain't *Madden*
- It ain't even close to either of 'em



CONTROL

Really poor. Rifling a ball is practically impossible on any pass over 10 yards. Receiver "button" assignments get confusing quick.

IMPACT

Gorgeous stadiums and vivid weather effects are nice. Players dont move well. Overall, a little too choppy for our tastes.

LIFESPAN

Anything with online play normally has an extended lifespan, but we'd guess that 2K3 will steal that thunder.

EXTRAS

Dynasty Mode, Trophy Cases, Online Play, Stadium/Uniform Editors rule the roost here. Pretty good stuff.

NOW RATED

Fever beat everyone else to the shelves, but that just means they'll have a longer stay. Please drive through.

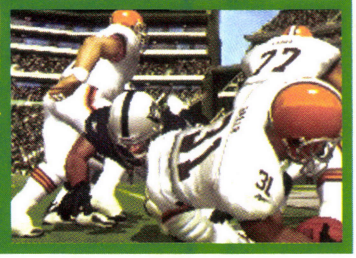
C-



Swah-zeet looking uniforms and stadiums are one of Fever's good points.









You can almost feel the bone-jarring hits. That one had to hurt.

NFL FEVER 2003

"NFL Fever 2003 *just doesn't make the cut.*"

The gap widens....

NFL Fever 2002, boosted by pre-order bundles and a tremendous marketing campaign, took the blue ribbon as the highest-selling Xbox football title. This year, however, there are no bundles to be found, and Fever faces new season-opening competition from an on-time NFL 2k3.

This is bad news for *NFL Fever 2003*. While its competition has made great strides in improving gameplay, depth, presentation and design, *NFL Fever 2003* has made minimal improvements.

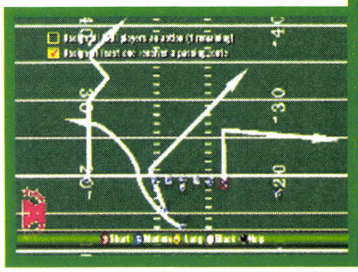
The gameplay is still mired in a "we-don't-have-a-genre" classification. *Fever* finds itself in the unpleasant position of not being quite a simulation experience (i.e. *Madden 2003* and *NFL 2K3*) and not being an arcade experience (i.e. *NFL Blitz*.).

The passing game has been slightly improved, but *Fever* still finds itself in a 4th and long scenario. No matter how golden-armed your QB may be, no one will rifle a bullet pass to your slanting wide receiver. Once the hot-air balloon pass is in the air, you still have a good chance of coming down with the ball—even if there are six defenders swarming around you. Silly.

Unlike *Madden*'s changes from 2001 to 2002, Microsoft shows no intention of changing its horrid player models. Even its coverboy, Peyton Manning, looks more like a linebacker than a quarterback. To make matters worse, *Madden 2003* and *NFL 2K3* have made realistic faces a priority, and *Fever* just seems to display a complete lack of interest.

NFL Fever 2003 just doesn't make the cut. While the rest of the field is making their run for the playoffs, *Fever* is starting to look like the Baltimore Ravens—in a very long rebuilding process. Microsoft should send Sony a thank you card; if it were not for *NFL GameDay*, *Fever* would have won the coveted *"Quarterback Club"* award.

- Lee Stabler





Play editors allow you to fine-tune your offense or defense.

FACT FILE

NFL FEVER 2003

- Publisher: Microsoft
- Players: 1-4
- Release: Available Now
- Genre: Sports
- Website: www.xbox.com

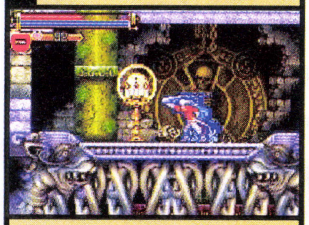
XBOX



PROs and CONs

- Deep gameplay
- Terrific level design
- Plenty of replay

- It's easy to get lost in the castle
- Pacing can be a bit on the slow side



CONTROL

2D Castlevania games have always been well designed from a control standpoint, and this is the most polished title in the series.

IMPACT

This game will make you forget about whatever next-gen system you have hooked up to your television set for a good, solid week.

LIFESPAN

Like Symphony of the Night, HOD is a long, satisfying game that makes you to search the Drac's Castle twice before you're done.

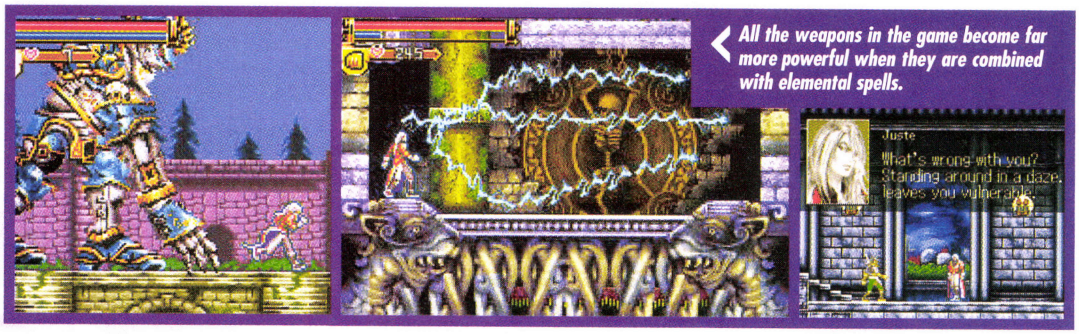
EXTRAS

A Boss Challenge mode opens up when you complete the quest, and there are sly references to earlier games in the series throughout.

NOW RATED

This is one of the best handheld Castlevania games ever produced. Enthralling from start to finish, it's easily on par with *Castlevania: SotN* for the PSone.

A



All the weapons in the game become far more powerful when they are combined with elemental spells.

CASTLEVANIA: HARMONY OF DISSONANCE

"This is a must-have title if ever there was one."

Fans of the Castlevania horror franchise counted themselves lucky when Konami released *Castlevania: Circle of the Moon* for the GBA last year. Now, in record time, we're getting another Castlevania adventure, and here's the kicker—*Harmony of Dissonance* is far and away the best game in the series.

The dark, muddy graphics of *CotM* have been replaced with bright, easy-to-see sprites, and the series' magic system has been completely overhauled—spells are now a lot simpler to wield.

The gameplay has been tweaked to a perfect pitch, too. The superlative fighting and platform-jumping sequences prove that this franchise is at its best when it's presented in glorious 2D. Dracula's castle unfolds as one, giant puzzle, intricately peppered with clues, traps and enemies. There is a lot of roaming to be done, and it's quite possible to get lost when gathering clues, but figuring out how to progress to the next point in the adventure never gets too frustrating.

A lot of the fun in *HOD* revolves around leveling your character up and acquiring items. The stat tracking is handled RPG-style, which allows for an impressive level of customization. And Simon Belmont (star of the first *Castlevania*) would be proud of Juste Belmont, this game's hero.

This is a must-have title if ever there was one. GBA just games don't get better than *Castlevania: Harmony of Dissonance*.

- Ethan Einhorn



Think it's easy to kill skeletons? The Skull Knight will change your mind.

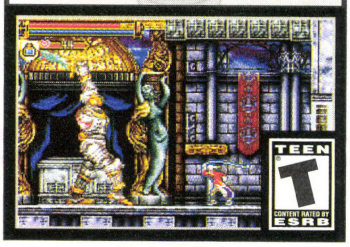
Many moments in HOD bring back memories of the classic NES games.

FACT FILE

CASTLEVANIA: HARMONY OF DISSONANCE

- Publisher: Konami
- Players: 1
- Release: Available Now
- Genre: Action-Adventure
- Website: www.konami.com

GAME BOY ADVANCE | GBA



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- 10 unique tracks and environments.



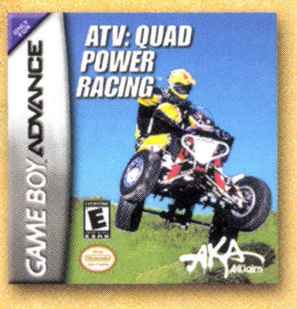
- 9 different tricked-out ATV's.



- All 3D graphics: ATV's, riders, and environments

Get dirty with ATV: Quad Power Racing!

ATV: Quad Power Racing gives you the speed and excitement of racing quads all within the palm of your hands. Get ready to get your hands dirty!



EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY ADVANCE

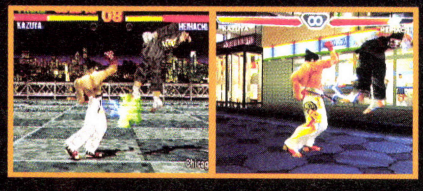
AKA Acclaim™

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TEKKEN 4

When fourth time is the charm...

The evil Mishima clan is back in black, on the PS2, that is. By and large, *Tekken 4* is undoubtedly the biggest departure in terms of gameplay for the series. Sure, *Tekken 3* introduced sidestepping, and *Tekken Tag Tournament* had 2-person teams, but *Tekken 4* has full 3D movement and true 3D stages—no more endless carousels.





Much of what you may know has changed since the last King of Iron Fist tournament. We're not going to lie, the game can be extremely cheesy at times, but it remains fun and is still, in essence, the Tekken we know and love (or love to hate). It may take a few rounds get the hang of the quasi-new game gameplay, but that's where we comes in.

The next few pages cover some strategies and tactics that will pump you up and turn your friends in the little girly men that they really are. We've also thrown in some mean combos that will make you the next best thing since sliced bread. Also of note, we've refrained from including a moves list. *Tekken 4* has an in-game command list, so there's no reason to take up space by recycling information that is viewable from the pause menu. Let's get on it!

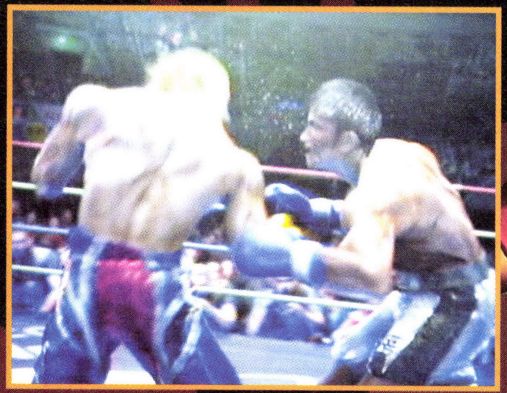
FACT FILE

TEKKEN 4

- Publisher: Namco
- Players: 1-2
- Release: October
- Genre: Fighting
- Website: www.namco.com

PS2 PLAYSTATION 2





3D MOVEMENT - WHAT HAS CHANGED?





New Movement

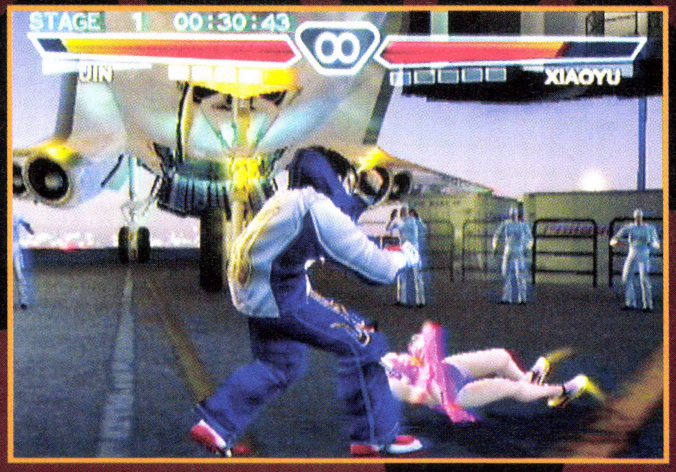
Whereas in previous Tekken games, character movement during battles was primarily on the X plane (with limited motion in the Y plane), players can now move freely in the Y plane. By pressing and holding Up or Down on the D-pad the character will move away and toward the screen, respectively. Instead of performing a quick sidestep to and from the screen, players will rotate around their opponent at a moderate pace. Crouching is now performed by pressing Down-Away for a defensive crouch and Down-Toward for an offensive crouch. Sidestepping can still be accomplished by tapping Up or Down, and remains an integral part of the game.

The Sidestep

If you want to take full advantage of both the new 3D movement and existing sidesteps, it's important to know exactly how each one works. The sidestep remains relatively unchanged from *Tekken 3* and *TTT*; use it as an opponent attacks and you'll move to his side—leaving him open for a vicious multi-hit combo. Since opponent attacks automatically track your character's position, it's dangerous and unwise to perform a sidestep early. As a general rule, the later the better.

Spiral Effect

Free motion will take a little time to get used to—at least initially. If you've ever played *Tobal No1*, *Tobal2* or *DOA3*, you should be pretty comfortable moving around, but it won't be exactly the same. There is one major difference in the gameplay mechanism for *Tekken 4*'s free-motion—you are on a predetermined path and cannot control the X-axis. That is, you cannot move away from an opponent or control forward motion during this maneuver. You are bound to the constraints of the free-motions path. The actual shape is a large spiral; think Dreamcast (R.I.P.) logo to get a better idea. So, that means you can't retreat while moving sideways; in fact, you're forced to move forward toward your opponent. If both players were as far away from each other as possible and one player performed a free-motion continuously, eventually both players would meet toe-to-toe.



A WORD WITH THE CREATOR



Since 1995, the Tekken series has reigned supreme as the number one console fighter on any platform, surpassing even Street Fighter and Virtua Fighter in sales. It is a great honor and privilege for GameNOW to interview Mr. Masahiro Kimoto of Namco.

GN: Can you please tell our readers your role in this project as well as previous games you've worked on?

MK-san: My name is Masahiro Kimoto, I am the project leader of the *Tekken 4*. My roles of the project are the planning the whole project, decisions on the specifications, process management and administrations. The games I have worked on were all Tekken series, including the arcade versions and the consumer versions, and some shooting games called "Fighter & Attacker" and "Nebulaslay."

GN: How long has the Tekken story been in development? Is the story created during the development cycle for a new game, or is it already written?

MK-san: We spend about six months in building up the storyline. We had started to build up the storyline before the actual development started, but did not finish until the half way through the development.

GN: When was it decided that Tekken 4 would have both full-3D stages and a new 3D movement system?

MK-san: After finishing the development of *Tekken 3*, we had already decided to introduce full 3D movement system. However, as there was no powerful hardware, we had to search for the different direction of the gameplay and started to develop *Tekken Tag Tournament*. At that point, the PlayStation 2 was announced and [we] got the opportunity to research and develop the full 3D movement system.

GN: Did you encounter an difficulties porting the game from the 246 board to the PS2?

MK-san: Porting itself was not that much harder comparing with the previous title. However, as expected, there was not enough memories and therefore, we have spent lot of time in shaping-up and tuning-up the programs as well as optimization of the DVD reader.

GN: If each of you had to choose your favorite Tekken game and Tekken character, what game and which character would this be?

MK-san: Well, it is not easy to say it as there is a lot of feeling towards our characters. However, especially *Tekken 4*, I have a special feeling since *Tekken 4* is the compilation of the series. As I have dealt with the all characters, I just cannot specify the one. But if you allow me to mention some, they will be Paul, Heihachi and Nina, who have had a long relationship with us through the series.

GN: Will we ever see Tekken characters battle against Virtua Fighter characters?

MK-san: If there are many requests from our players, someday it might come true! But at this point, we do not have any plan. We have chat with the Virtua Fighter project team about this issue but our conclusion was "Currently not!"

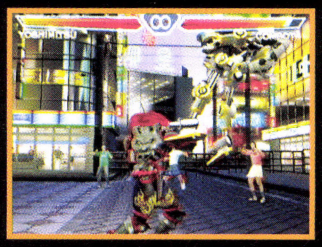
GN: When you're not making games, what do you like doing for fun?

MK-san: Well, there so many things such as upgrading my PC made by myself, playing on-line games as well as video games, driving my beloved car, traveling, scuba diving, spending some time with my little dog we just started to have and so on.

NEW LEVELS- HOW TO DEAL







The Environment Factor

As if taking in a new gameplay mechanic weren't enough, you'll need to learn to move around in new areas, too. Like Sega's now-ancient *Virtua Fighter 3*, levels are full 3D with terrain that affects the battles that transpire. Ground terrain and newly introduced walls will factor into gameplay and tactics. Some stages, like Arena, have very limit in terms of walls or terrain shift; others, like Jungle, have tons of stuff going on. Some characters excel against the wall while others lose some of their edge. Heihachi, for instance, can really pull out the hurt when he has an opponent against the wall.

Bustable Objects

Not all objects in the new levels are impervious; structures such as concrete pillars, stone statues, rails and glass are generally breakable. Not exactly breakable, nearby spectators will fall down if hit. Oddly enough, trees and other natural objects cannot be destroyed; either Namco is making an ecological statement, or concrete in *Tekken 4* is actually Nerf material...

Using the Wall: Defense

The walls will become your best friend or your worst enemy—more than likely, they'll become the latter. There is hope, though. For instance, if your pinned against the wall, try pressing Left Punch and Left Kick simultaneously—this will make you reach for your opponent. If successful, you will swap places with the other fighter. You can also try pressing any of the four main directions and Left Punch + Left Kick to move your opponent in the desired direction.



Using the Wall: Offense

If you press Toward + Left Punch + Left Kick when an opponent is approaching a wall, you will shove the other fighter against the wall. Opposing players still have a chance of escaping this tactic, but it is one trick that can make the difference between losing a round and winning a round.



Recovering

Being beaten to a pulp against a wall? Things may not be as bad as they look. First and foremost, don't keep pressing the attack button—this does nothing for you and negates any chance of recovery. If you're taking a serious beating, holding Away to block will reduce the amount of wall hits; your character will still take damange, but he'll recover much quicker with this method. If you refuse to just passively take damage, though, pressing any Punch or Kick button while you're being pummeled will make your character perform a standing spin to the left or right, which ought to give you some breathing room (it just takes one button press to do this, so don't press the button multiple times or you might open yourself up for another combo).

TOWN HALL MEETING.

3:15
~~4~~ p.m. today, near train station.

Agenda items include:

Sign-ups for Tai Chi classes,

Tom the Raccoon's home loan

interest rates and the short supply

of robust cicadas in the village

green. There will be a short

presentation by traveling salesman

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Jin blasts away with a powerful uppercut. Keep your distance and jap away with quick counters to avoid this.



Heihachi's style makes him a tough opponent. Use his slow attacks to your advantage.



CHEAP! Low attacks are great for keeping opponents at bay. Use them wisely.





Just Frame

Aah, the deadly Just Frame. This cheesy new trick will drive you crazy, guaranteed—well, it drove us crazy. To make it short and sweet, Just Frames are unblockable attacks that have player-controlled duration variations. That is, by pressing and holding a specific button or command, an attack can be delayed or delivered; it's that simple. There is timing required to accomplish a Just Frame, but in either case, it's usually a win-win situation.

What can you do on the receiving end of a Just Frame? Um, how about putting your head between your legs and kissing your—um, wait, I can't say that... Anyhow, what you can do is develop a strategy to avoid Just Frame situations and a contingency plan on how to stop a Just Frame. If you're quick enough, sometimes a crouching Left Punch may be enough to get you out of the pickle; other times, it won't. Of course, it depends on the attack. Jin's multi-hit Just Frame is nearly unstoppable.

Zone Strategy

One of the biggest things that more advanced players do is take advantage of the "zone." The zone isn't anything particularly secretive or mythical; it's just the most efficient way to take full advantage of the on-screen real estate. By that, we mean that you watch the distance between you and your opponent, both on the offensive and defensive. Knowing the distance of your opponent's attacks is probably equally as important as knowing your own. If an opponent comes in with an attack out of range, and you know this ahead of time, there are many options available: a combo, a simple throw or nothing. A solid zone strategy will make even a weak offensive that much better.

On the Rise

Whether you're standing up or lying down, an opponent can beat you senseless. Often overlooked, the ground game can either make or break even the best players. A good opponent will always try to anticipate your next move and when you'll get up from a downed position—remember this.

Like a good zone strategy, a good ground strategy can keep the damage down, if you're on the receiving end, or give you an edge in keeping your opponent down. The ground system for *Tekken 4* is quite robust, especially when compared with previous games.

Watch exactly when and where you roll. Rolling or getting up at the wrong time can leave you very vulnerable—sometimes lifting you off the ground for a combo or back towards your opponent. All characters can perform quick rolls (press any button the instant your character hits the ground). Note that a Quick Roll (or most other commands) cannot performed when your character flies through the air spinning horizontally, when your character lands head-first in a vertical manner, or face down.

Not all characters can perform the Spring Kick or Rising Cross-Chop. While it may seem that you're at a disadvantage, you're not, because you can still roll away in any direction

Note the Rising Cross-Chop can be performed after you roll forwards or backwards, but not from a side roll (Down + Square or just Square).

SEPARATED AT BIRTH

Movies and games borrow liberally from various sources for inspiration, and Tekken is no different. If imitation is the sincerest form of flattery, then Namco has "flattered" a lot of people. Here are some of our favorites:



Tiger = Undercover Brother
Tiger woods these guys ain't, but the resemblance is uncanny.



Christie= JLo
C'mon, we all know Christie had to be modeled after JLo! We're not complaining. The more the merrier, right?



Panda = Shamu
The black, the white, the need to eat hundreds of pounds of food daily. We see it, don't you?



Xiaoyu = Zhang Zi
Actually, these two ladies look nothing alike, but we wanted an excuse to run a shot of the lovely and beautiful Zhang Zi Yi



Lei Wulong = Jackie Chan
Jackie's Rush Hour movies have really done a lot to put the action star in the limelight, Chris Tucker would agree



Steve = Andy Bogard
Long blonde hair, pretty boy looks; these two brawlers look almost like they fell off the same tree.



Paul Phoenix = George Michael.
Paul could pass for Keifer Sutherland, too.



Yoshimitsu = Skeletor
Oddly enough, Yoshi looks like Skeletor and Bishamon, depending on which costume you choose.

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CHARACTERS

COMBO STRATEGY



Combos have changed slightly since the tournament of tag; the timing seems to be different enough to have to "relearn" a certain amount of combology (patent pending), as we call it. More attention must be paid to not only to character spacing, but wall and object spacing as well. If you launch an opponent against the wall, the number of attacks possible will change depending on the character trajectory and/or your own character's attack set. The next few pages have both functional



combos that are great in head-to-head battles and some that are a bit showy and generally more difficult to pull off. Since the Command List in *Tekken 4* is quite comprehensive, we've listed the names of specific attacks and briefly described how to do the combo, step by step. Also of note is the difficulty rating. These combos have been tested again and again. If you're not getting it, chances are you're either too fast or too slow. Usually it's the latter, not the former.

Heihachi Mishima

Difficulty ● ● ◑ ● ●

1. Knock your opponent up with a Demon Uppercut.
2. Walk forward and press Left Punch before they land.
3. Time a Demon Massacre to connect...
4. ...With all...
5. ...Three hits











Hwoarang

Difficulty ● ● ● ◑ ●

1. Launch your enemy with the Sky Rocket.
2. Perform a Flying Eagle...
3. ...Good for two hits.
4. A quick Ankle Biter to Crescent Kick...
5. ...Gets two more hits.











Jin Kazama

Difficulty ● ● ● ◑ ●

1. Start the combo off with a quick Laser Scraper (or Uppercut).
2. Quickly dash forward and press Left punch.
3. Repeat step 2.
4. Repeat step 3.
5. Finish it with a Corpse Thrust.











Julia Chang

Difficulty ● ● ● ● ●

1. In close connect with the Slow Power Punch Combo.
2. Time a Party Crasher to connect just before they hit the ground.
3. Repeat step 2.
4. Repeat step 3.
5. Finish with an Elbow Skyscraper Kick.











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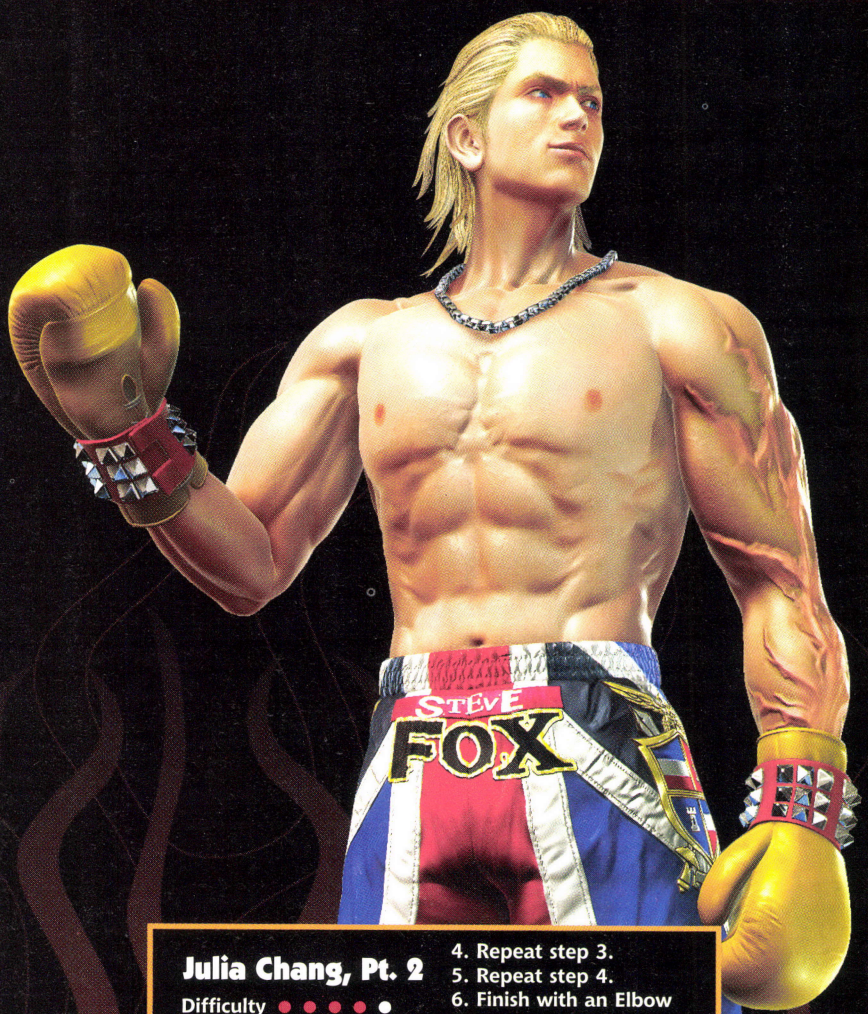
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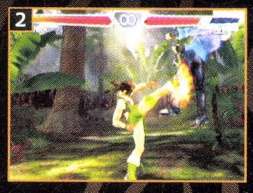


Julia Chang, Pt. 2

Difficulty ● ● ● ● ●

1. From a distance hit 'em with the Heavy Uppercut.
2. Perform a forward motion high jump Right Kick.
3. Time a Party Crasher to connect just before they hit the ground.
4. Repeat step 3.
5. Repeat step 4.
6. Finish with an Elbow Skyscraper Kick.











Kazuya Mishima

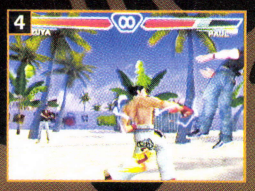
Difficulty ● ● ● ● ●

1. Stun your opponent with a Demon God Fist.
2. Before they stumble down, knock them up with a Rising Uppercut.
3. Quickly perform a Soul Annihilator for...
4. ...Two hits and massive damage.









Kazuya Mishima, Pt. 2

Difficulty ● ● ● ● ●

1. Stun your opponent with a Demon God Fist.
2. Before they stumble down, knock them up with a Rising Uppercut.
3. Quickly dash forward and press Left punch.
4. Repeat Step 3.
5. Repeat Step 4.
6. Finish it with a nice quick Flash Punch Combo.





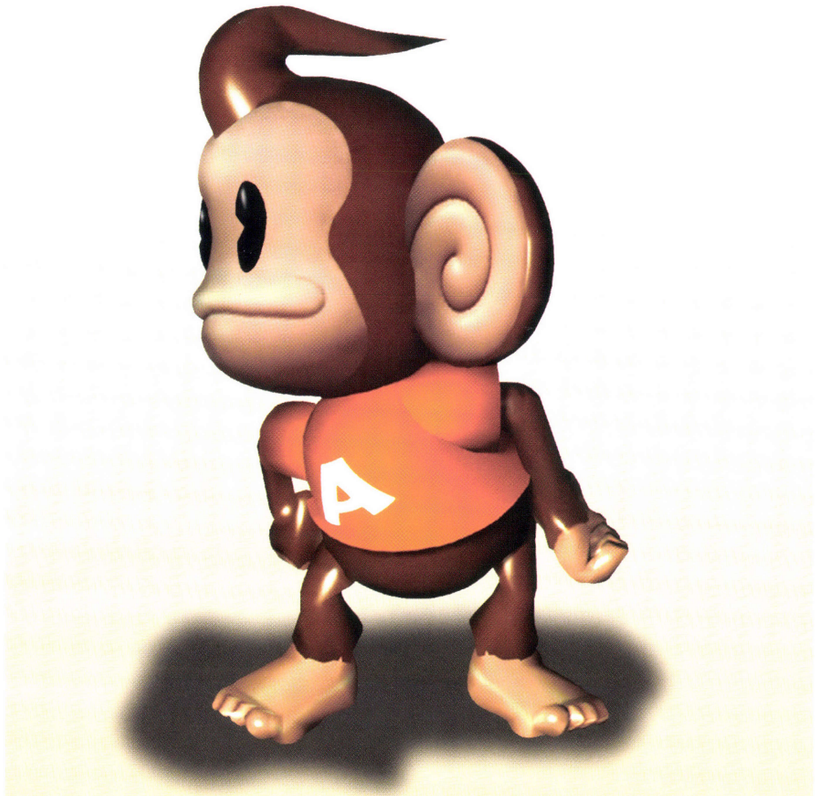






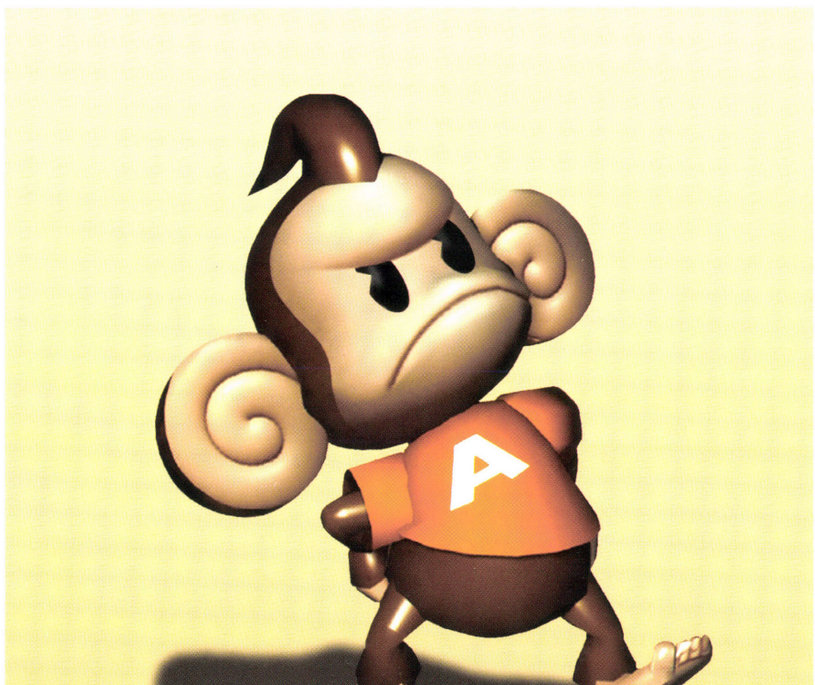


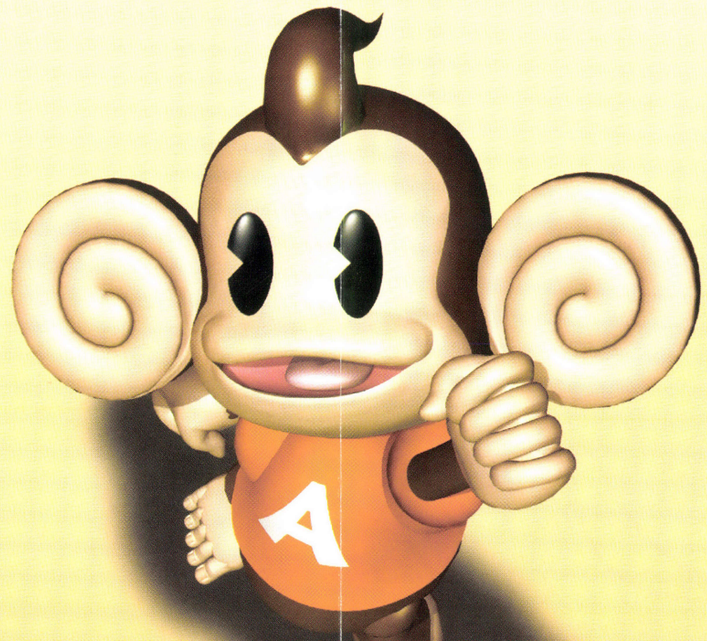
The many moods of AiAi

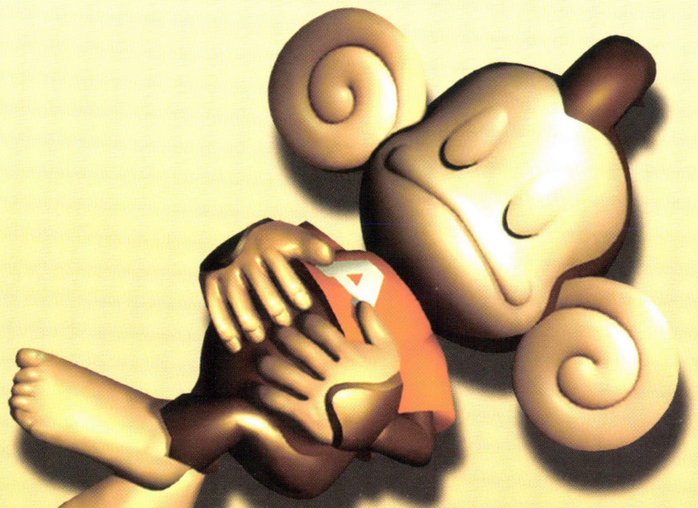






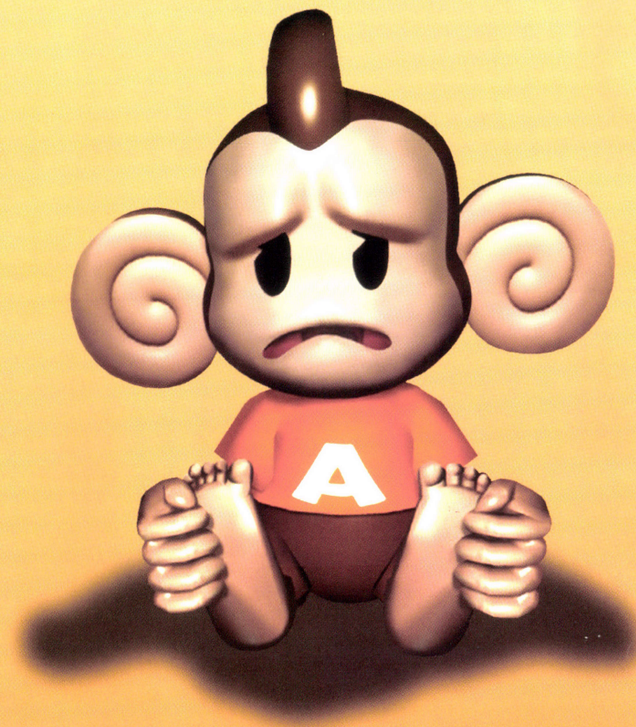












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MONKEY RACE 2

THE MOST IMPORTANT RULE OF MONKEY RACE 2 IS THIS: BE CAREFUL WHEN TURNING. IT'S EASY TO FLY OVER THE TRACK'S EDGE IF YOU'RE MOVING TOO FAST. OF COURSE, IN ADDITION TO CAREFUL DRIVING (ROLLING?), BE SURE TO PICK UP AS MANY WEAPONS AS YOU CAN. YOU'LL NEED TO SLOW DOWN YOUR COMPETITION.

MONKEY FIGHT 2

MONKEY FIGHT 2 IS PRETTY STRAIGHTFORWARD—JUST SMACK YOUR OPPONENTS OUT OF THE RING. TO DO MAJOR DAMAGE, BUILD UP SOME SPEED BEFORE ATTACKING, AS YOU'LL HAVE MORE POWER BEHIND YOUR PUNCHES THAT WAY. ALSO, DON'T GET STUCK IN A BIG GROUP. YOU WON'T CAUSE ANY DAMAGE IF YOU'RE ALL HUDDLED TOGETHER.



MONKEY TARGET 2

WHEN YOU'RE CONTROLLING MULTIPLE MONKEYS AT ONCE, BE SURE THAT THE LEAD MONKEY DOESN'T PICK UP A BRAKE BALL OR A MAGNET BALL. IF THE LEAD MONKEY STOPS SUDDENLY, ALL THE MONKEYS BEHIND IT WILL CRASH AND REBOUND OFF THE TARGET AREA (AND USUALLY INTO THE WATER). THE LAST THING YOU WANT IS A BUNCH OF DROWNED MONKEYS.





MONKEY BOWLING 2

MONKEY BOWLING 2'S SPECIAL MODE CAN BE VERY TRICKY, ESPECIALLY WITH THE MOVING STAGES. THE BEST STRATEGY IS TO CHECK OUT THE STAGE BEFORE THROWING YOUR BALL, AND TO LEARN FROM YOUR MISTAKES. THE LANES STAY THE SAME, SO REMEMBER THE PATTERNS AND BEGIN TO COMPENSATE FOR THE BIZARRE LANE SHAPES.

MONKEY BILLIARDS 2



THERE ARE FOUR DIFFERENT VARIATIONS OF MONKEY BILLIARDS 2: US NINE-BALL, JAPAN NINE-BALL, ROTATION AND EIGHT-BALL. ALL FOUR GAMES HAVE SIMILAR RULES, BUT THERE ARE VARIATIONS BETWEEN THEM. BE SURE TO FAMILIARIZE YOURSELF WITH THE RULES FIRST, THEN TAKE CAREFUL AIM AND PLAY.



MONKEY GOLF 2

MONKEY GOLF 2 TAKES PRACTICE. YOUR GAME WILL IMPROVE AS YOU LEARN THE LAYOUT OF EACH OF THE HOLES. JUST REMEMBER TO FACTOR IN THE WIND. ALTHOUGH THE GAME GENERALLY DEFAULTS TO THE BEST CLUB, IF THE WIND IS STRONGLY BLOWING WITH OR AGAINST YOU, YOU MAY NEED TO SWITCH CLUBS SO THAT YOU GET THE PROPER DISTANCE.



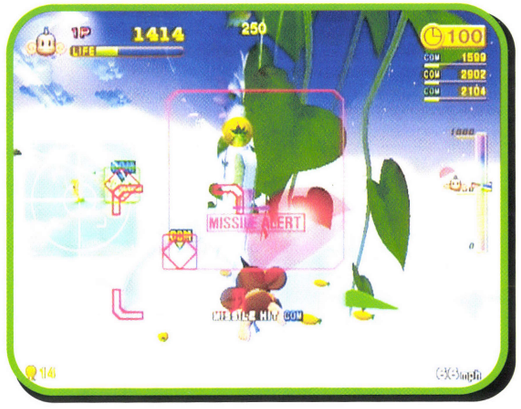
MONKEY BOAT

MOST PEOPLE HAVE TROUBLE IN MONKEY BOAT BECAUSE OF THE DIFFICULT CONTROLS. ALTERNATELY PRESS THE L AND R BUTTONS TO ROW YOUR BOAT FORWARD. IT TAKES PROPER TIMING, SO PRACTICE IS A MUST. WHAT REALLY MESSES PLAYERS UP IS TURNING THE BOAT. REPEATEDLY HIT THE L BUTTON TO TURN RIGHT AND THE R BUTTON TO TURN LEFT.

MONKEY SHOT

MONKEY SHOT IS MONKEY BALL'S ANSWER TO GAMES LIKE *HOUSE OF THE DEAD 2* AND *TIME CRISIS*. THE BEST THING TO REMEMBER IN THIS LIGHT GUN-STYLE GAME IS THAT MANUALLY RELOADING YOUR SIX-SHOOTER IS MUCH FASTER THAN HAVING IT AUTO-RELOAD. HIT THE B OR L BUTTON WHENEVER YOU'RE NOT SHOOTING TO REFILL YOUR GUN'S AMMO SUPPLY.





MONKEY DOGFIGHT

THE PINEAPPLE MISSILES ARE FAR MORE POWERFUL THAN YOUR STANDARD GUNS. HANG OUT WHERE THERE ARE MULTIPLE PINEAPPLES FLOATING IN THE AIR, COLLECT THEM, AND QUICKLY LOCK-ON TO ENEMY MONKEYS. NEXT, LAUNCH A BARRAGE OF MISSILES, THEN GO BACK AND RESTOCK YOUR SUPPLY.

MONKEY BASEBALL

IT'S EASY TO VARY THE SPEED OF THE PITCH AFTER IT HAS BEEN THROWN. WHEN YOU'RE BATTING, WATCH THE BALL CAREFULLY SO THAT YOU DON'T MAKE A CARELESS STRIKE. OF COURSE, BE SURE TO VARY YOUR PITCHING SPEED AGAINST YOUR OPPONENT IN HOPES THAT THEY WON'T BE SO CAREFUL.



MONKEY SOCCER

MONKEY SOCCER IS PRETTY MUCH LIKE ANY OTHER SOCCER GAME YOU MIGHT HAVE PLAYED. THE BEST WAY TO GET THE BALL AWAY FROM YOUR OPPONENT IS TO COME ALONG BESIDE THEM AND QUICKLY CHARGE INTO THEM BY PRESSING THE B BUTTON. THE BALL WILL BE KNOCKED LOOSE, AND YOU CAN SCRAMBLE TO RECLAIM IT.





MONKEY TENNIS

THE FOLLOWING ADVICE WORKS FOR ANY TENNIS GAME ON THE PLANET—HIT THE BALL WHERE YOUR OPPONENT ISN'T. BY MAKING THE OTHER PLAYER RUN ALL OVER THE COURT, YOU GREATLY INCREASE HIS CHANCES OF MISSING YOUR SHOT. ALSO, BE SURE TO VARY YOUR SHOTS. DON'T JUST HIT TOP SPIN SHOTS. OCCASIONALLY HIT SLICE SPINS BY PRESSING THE B BUTTON.



Christie

Difficulty ● ● ● ● ●

1. Cotovelo to Ponteira will knock your enemy up...
2. A very quick Negativa (Right Punch) will keep them up.
3. Combo Jiliar (Back Summy to Scoot Kick). Get Christie...
4. ...Three more...
5. ... Sexy hits.







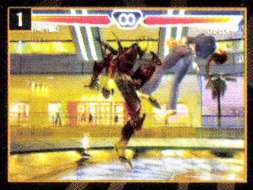


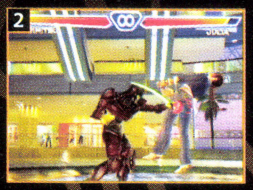


Yoshimitsu

Difficulty ● ● ● ● ●

1. Bring 'em up with a quicky Rising Knee.
2. Keep them up with a single standing Left Punch.
3. Get two hits in with a Slap U Silly.
4. and add one more Rising Knee.









Kuma/Panda

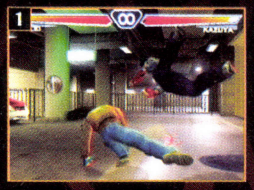
Difficulty ● ● ● ● ●

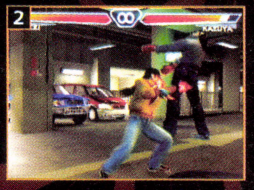
1. Kuma's Demon Uppercut will send your opponent into the stratosphere...
2. ...And his Salmon Hunter will bring them back down to earth.

Lei Wulong

Difficulty ● ● ● ● ●

1. Knock your enemy down with Rave Spin.
2. Change stance by holding Up or Down and performing a Snake Rush...
3. ...To get some easy hits



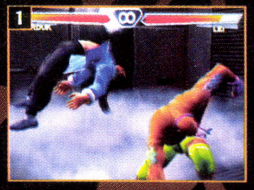


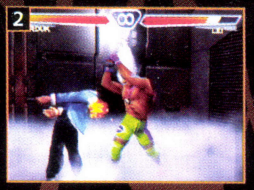


Marduk

Difficulty ● ● ● ● ●

1. Send them sky high with Around the World.
2. Get in more damage with an Annihilator Hammer.





Ling Xiaoyu

Difficulty ● ● ○ ○ ○

1. Cross Lifting Palms...
2. ...For two hits.
3. Now get three...
4. ...More hits...
5. ...With Fan to pushing Hands.



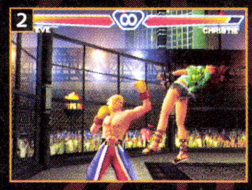




Steve

Difficulty ● ● ○ ○ ○

1. Duck in close and perform a Skyscraper.
2. Get a few more hits with Uppercut Pysche-out left right combo..
3. ...Two hits, that is.
4. Two quick blows from a Sonic Fang...
5. ...Will send 'em reeling.




Marshal Law

Difficulty ● ● ● ◐ ○

1. Get in a quick easy launch hit with a Somersault Kick.
2. Press Left Punch while Law rising for another hit.
3. The martial arts master gets three hits from...
4. ...The Junkyard Kick.
5. Way too good...







Lee Chaolin

Difficulty ● ● ● ○ ○

1. Two hits from Lee's Cossack Kick Combo will knock them up.
2. Get two hits with his Left Right Combo and follow with a Mist Step.
3. Repeat step 2.
4. And repeat step 1.

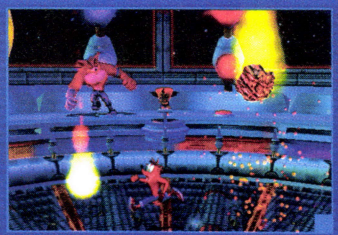










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TEKKEN 4

Bryan Fury

Difficulty ● ● ● ● ●

1. Launch with a Left Upper.
2. Immediately duck, then stand up and do a High Knee Kick.
3. Quick, do a Jab to Double Spin Kick...
4. ...To juggle...
5. ...Three more times...





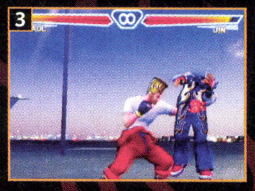


Paul Phoenix

Difficulty ● ● ● ● ●

1. This one's not easy, but do a high Jumping Right Kick.
2. Super quickly dash in and do a Left Punch.
3. Repeat step 2.
4. Repeat step 3.
5. Repeat step 4.
6. Get in one last hit with a Phoenix Smasher.





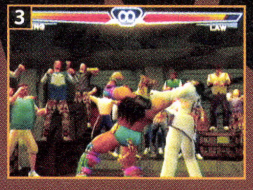


King

Difficulty ● ● ● ● ●

1. Perform a Snap Uppercut in close range.
2. Press Right Punch
3. A Head Spinner will seal the deal.
4. ...With two hits.



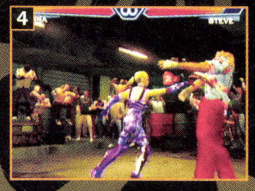



Nina Williams

Difficulty ● ● ● ● ●

1. A swift Geyser Cannon Combo sends Nina's enemy up.
2. Dash in with a single Right Punch.
3. Juggle with another Right Punch.
4. Time a Double Slap...
5. ...For two hits.





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I'M A SURVIVOR



You don't have to be my future wife, Beyonce Knowles, to know that it's not easy to be a survivor. With a total of five games (GBA version not withstanding) and cache of characters to choose from, Tekken has its share of attrition. The reasons for dissappearance is apparent for some (particularly in *Tekken 3*) and unknown for others. Of the whole caste only seven characters have appeared in every game. Here are the characters who weren't kicked off by the tribal council:

Yoshimitsu
By nature ninjas are cool. By default, that makes Yoshi one badass character. This ninja is soo much cooler than a glow stick.

Heihachi
It's this grumpy old man's tournament, it's be sorta lame if he was ousted; but stranger things have happened.

Nina
Here's one character that needs neither an introduction nor reason to be around. Just take a look at her, that's reason enough.

Kuma/Panda
Well, technically this isn't the same Kuma from the first Tekken, but we love this big ol' teddy bear, so much it'd be a shame to leave the fluffy, furry deadly duo out.

King
Long live "Lucha Libre!" Our super sexy-mexy wrestler is also a survivor. Why, I'm not really sure, as he has always been one of the less selected characters in nearby southern California arcades.

Lee
Lee has eluded the fashion police in every game. He's wanted in 45 states for bad taste in pants—who wears pleather pants these days, anyway?

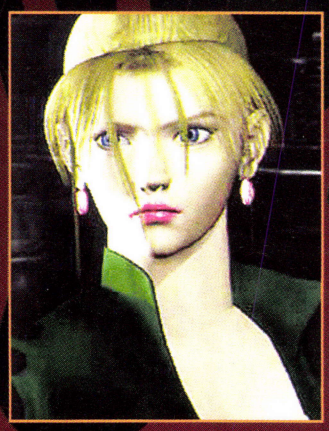
Paul
Outta cash and way past his prime, Paul remains a Tekken staple character because every fighting game needs an über-cheesy-super-scrubby-"I take most of your life with one hit" character (me bitter? naw...).





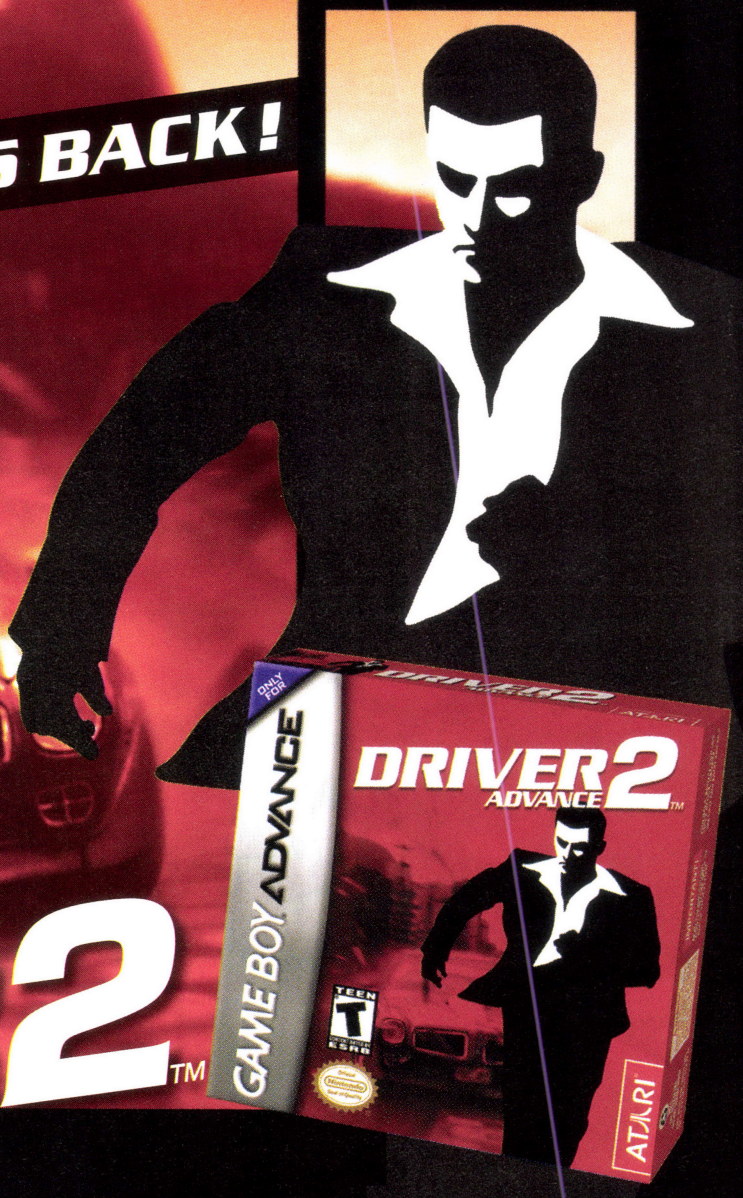








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TEEN
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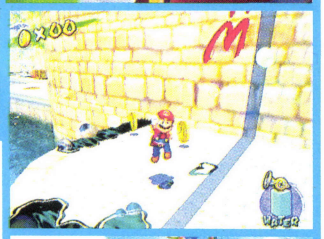
ATARI®





Stand on the boat that floats through Delfino Plaza's harbor and jump when you pass under the bridge to enter this pachinko-themed bonus stage.

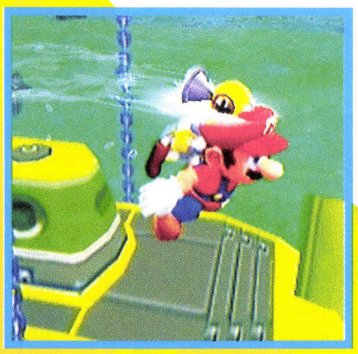






SUPER MARIO SUNSHINE

"When you play...you're reminded why you love video games in the first place."



Not only is *Super Mario Sunshine* one of the best games available on the GameCube, it's also on of the largest. With seven huge worlds (and one main island) to explore, it's pretty easy to feel overwhelmed.

To help out, we've decided to create this strategy guide. Now, we're not going to tell you how to find all 120 Shines that have been scattered around Isle Delfino. That would take away all the fun. Instead, we're going to help you beat the game as quickly as possible.

Each of the seven worlds are broken up into "Episodes," where the goal is to collect a Shine. To make the final boss appear, you'll need to find the Shines in the first seven episodes of each of the game's seven worlds. Along the way, there will be many challenges (and a few bosses) that you'll have to overcome. That's where we come in.

We'll show you just what you need to do to find those masses of incandescent gas.

Of course, there are also plenty of other Shines to find in the game's main world, Delfino Plaza. Be sure to snag as many of those as you can—certain events are triggered when you collect a specific number of Shines. Don't forget that you can also earn Shines by collecting 10 Blue Coins or by finding 100 Gold Coins in a world.

OK, that's enough with the chatter, let's play some *Mario Sunshine*!

Bianco Hills



EPISODE 1: THE ROAD TO THE BIG WINDMILL

Begin by following the arrows painted on the handy signs scattered throughout the level. They will lead you to an area covered in brown goo. Clean up the goo as you follow the arrows. Soon, you will come across a mound of goo that is spitting out giant goo balls. Spray the mound until it reveals its true form—a goo-covered Piranha Plant. When the plant opens its mouth, spray some water in it. Three blasts from FLUDD, and you'll earn a Shine.

EPISODE 3: THE HILLSIDE CAVE MYSTERY

Follow the signs with the arrows. They will point you toward a cave that you'll have to reach by using tightropes to cross this level's lake. Inside the cave, you'll enter a bonus round with a lot of moving platforms. Just take it slow and careful, and you shouldn't have much of a problem. Remember, you won't have your backpack, so you'll have to be extra careful with your jumps.



EPISODE 4: RED COINS OF WINDMILL VILLAGE

To earn the Shine in this episode, you must collect eight red coins. All the coins are located in the first part of the level (the area where all the houses are). A few are located on top of the white wall that separates the two halves of the level, but none of them are actually found in the area with the lake.

EPISODE 5: PETEY PIRANHA STRIKES BACK

There's a high ledge located in the area with the houses that can be reached by using the tightropes that are tethered to some of the houses (to reach the ledge, try back-flipping on the wall below the ledge, wall-jumping off of the wall, and then jet packing up to grab the ledge). On top of the ledge, you'll see Petey Piranha sleeping on a small pillar in the middle of a large pit. Small creatures will attach themselves to FLUDD's nozzle if you try to shoot Petey. By hitting the R Button repeatedly, you can launch the creatures at Petey. Once you wake Petey, he'll begin flying around the level. Follow him, and shoot him with water when he begins hovering and launching goo balls at you. Petey will fall once you shoot him. When he hits the ground, defeat him just as you did before; just be wary of his new tornado attack.

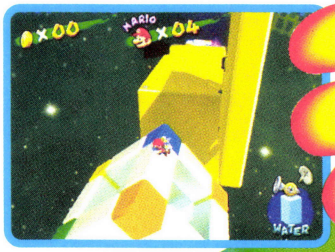


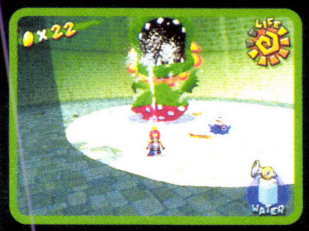




EPISODE 6: THE SECRET OF THE DIRTY LAKE

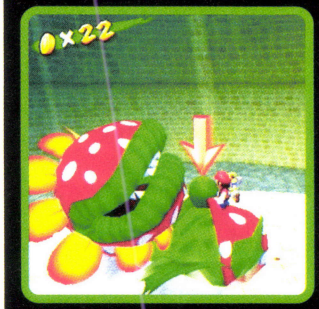
Near the lake you've probably notice a cave that had been blocked off by bars. Now the bars are gone, allowing you access into the cave. However, the lake is now polluted, so you'll have to hop across the surface on lilypads to avoid taking damage. Inside the cave is a bonus round. To reach the Shine here, you'll need to master walking on a rotating block. It's a tricky skill, but a very valuable one to learn.





EPISODE 2: DOWN WITH PETEY PIRANHA!

Go back to where you fought the plant in Episode 1, and continue up the path until you reach the windmill. Ride one of the platform connected to the windmill blades to the top of the structure. From there, you'll automatically drop into the windmill and face the boss, Petey



Piranha. Dodge the goo that Petey spits up, and be sure to clean it up before enemies spawn from it. When Petey opens his mouth to spit, shoot water into his mouth until he tumbles over. You notice that Petey's swollen navel is now exposed. Climb up onto him and ground pound his vulnerable belly-button. Three hits, and he goes down.

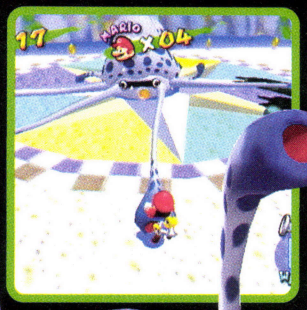


Ricco Harbor



EPISODE 1: GOOPER BLOOPER BREAKS OUT

Follow the arrow signs until you reach a large stack of multi-colored crates. Grab the tentacle sticking out of the crates and pull it until it snaps off. This will make the boss, Gooper Blooper, appear. Spray Gooper in the face to make him attack you with his tentacles. Jump at the last second to dodge the attack, and then quickly bounce on a tentacle to flatten it. Grab the flattened tentacle and pull it until it snaps off. Do this to all four tentacles, then perform the same move on Gooper's mouth. At this point, you'll need to repeat the process, but after pulling on Gooper's mouth a second time, you'll earn a Shine.



EPISODE 2: BLOOPER SURFING SAFARI

Directly behind this stage's starting point is a dock with three Bloopers sitting on it. You must hop onto one of the Bloopers, which will act like a surfboard. The green Blooper is the slowest, the yellow Blooper has average speed, and the purple Blooper is the fastest of the bunch. Choose wisely, as the faster you go, the harder it is to steer, and crashing into an obstacle at high speed will cost Mario a life. Ride a Blooper into the tunnel shown in the picture. Inside the tunnel, you'll have to ride another Blooper through a small obstacle course. Complete the course in less than 45 seconds to earn a Shine.





EPISODE 3: THE CAGED SHRINE SPIRIT

This episode can be somewhat confusing, as you have to maneuver your way through the maze of girders and platforms in Ricco Harbor. Just keep an eye out for the arrows. They won't steer you wrong. You'll eventually work your way up to some narrow platforms high in the sky. Spray the Bloopers that hang out on the platforms to knock them down into the water below. Eventually, you'll reach the highest point in the level, where the Shine is hidden.



EPISODE 4: THE SECRET OF RICCO TOWER



Ricco Tower is directly in front of you and to the left when you start this level. You'll have to climb and fly up to some higher platforms to reach it, and when you do, you'll be transported to a bonus round. In this round, there are loads of spinning block platforms. Just keep running along them and work your way to the Shine.

EPISODE 5: GOOPER BLOOPER RETURNS

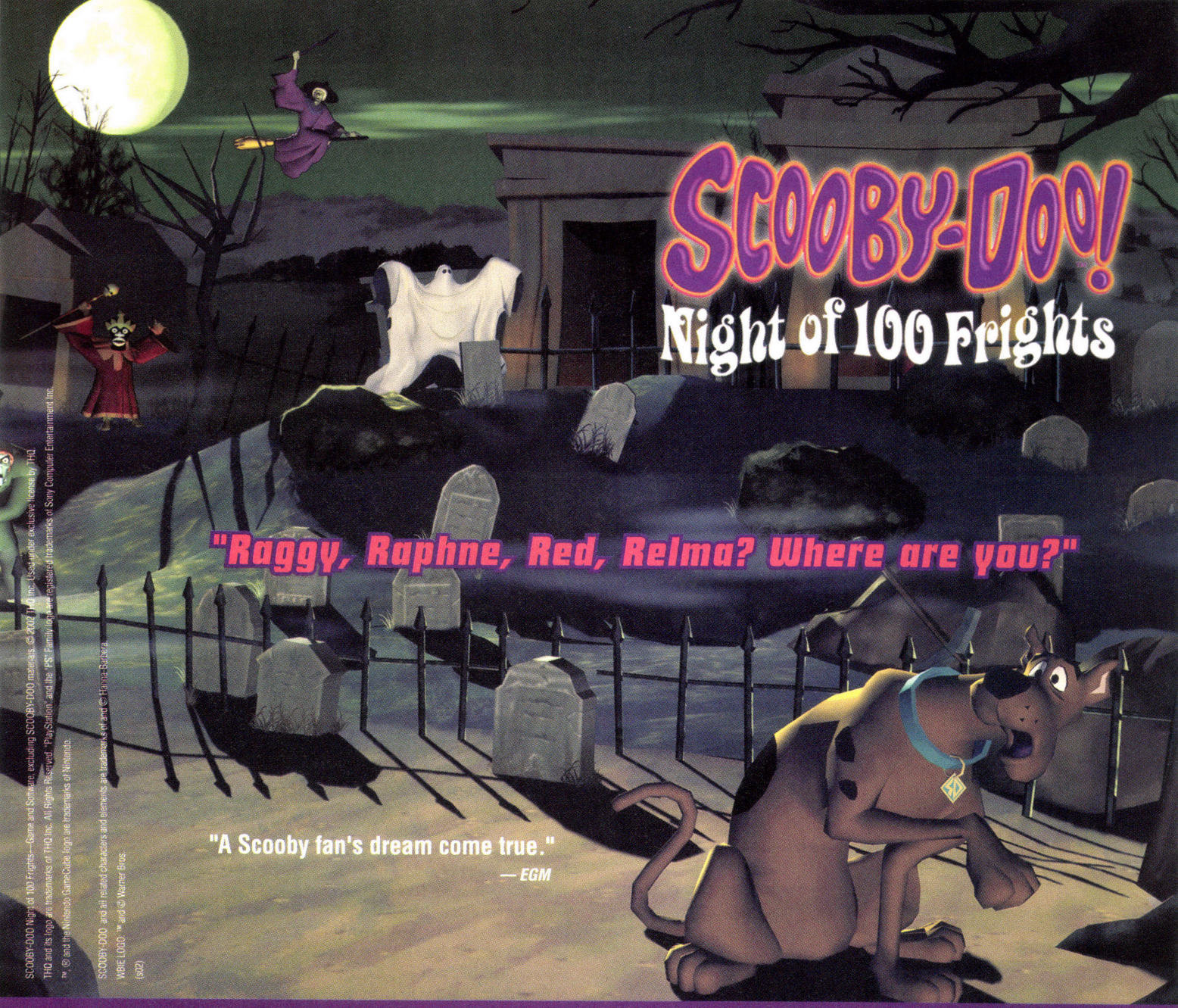


Gooper Blooper has returned, and now he's hanging out on the helicopter landing pad that sits in the water just to the right of his original hangout. Jet pack over to the giant squid and fight him exactly as you did before. Gooper does have a new attack where he spins his tentacles in a circle, which you can dodge by simply jumping the tentacles as they pass. Stop this attack by spraying Gooper in the face. Just be sure not to fall off the platform, as the toxic water below will injure Mario.



EPISODE 6: RED COINS ON THE WATER

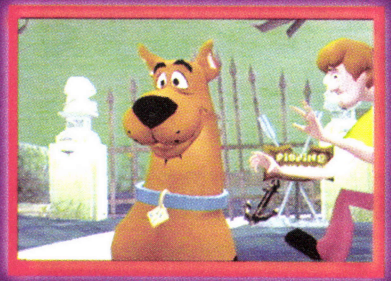
Return to the Blooper dock, and get ready to do some more surfing! The eight red coins are scattered around the water, so collect them all and be sure not to ram into any obstacles. Once you collect all eight, the Shine appears back on the dock. You'll need to build up enough speed to jump from the water onto the dock to collect the Shine.



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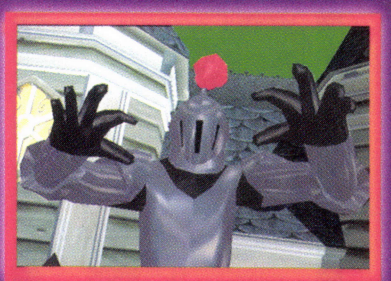
The gang is missing. Help Scooby find them before he gets hungry.



Featuring the Scooby-Doo cartoon voice actors and special guests.



12 huge levels based on the original Scooby-Doo cartoons.



Encounter 20 classic Scooby-Doo villains.

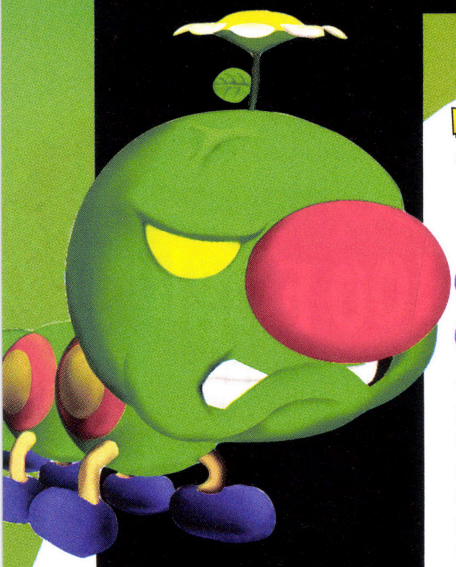
EVERYONE E CONTENT RATED BY ESRB — comic mischief

HEAVY IRON STUDIOS

NINTENDO GAMECUBE

PlayStation.2

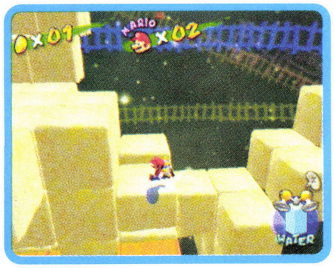
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Gelato Beach

EPISODE 1: DUNE BUDS AND SAND CASTLES

There are several small buds on the beach that will expand when you spray them. Blast the one shown in the picture, and a giant sand castle will appear. The castle immediately begins to disintegrate, so quickly run through its open door. You will be led to a bonus round that's stocked with blocks made of sand, which will begin dissolving as soon as you step on them. To collect the Shine here, you'll have to keep moving, or else the blocks will disappear from beneath you.



EPISODE 2: MIRROR MADNESS! TILT, SLAM, BAM!

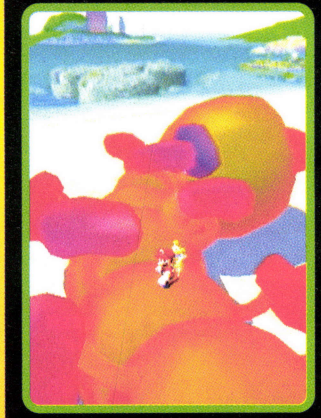


There are three large, mirrored platforms near the center of this stage. Each of them has one to three round creatures walking around on them. Climb or fly to each mirror and begin spraying the monsters (which will push them back) until they are on the opposite end of the platform as you. Keep spraying the creatures until they tip over onto one leg and become off-balance. Now, perform a butt bounce on the mirror opposite the critters. They'll fly off the mirror. Once you've cleared all three mirrors, this episode's Shine is yours.



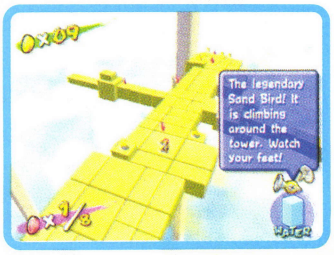
EPISODE 3: WIGGLER AHOY! FULL STEAM AHEAD!

Wiggler runs around the beach in a set pattern. Watch which sand buds he passes near, then water them so that they expand when Wiggler passes over them. The expanded bud will flip Wiggler onto his back. Climb on top of the downed bug and ground pound his weak spot (an arrow will be pointing to it).



EPISODE 4: THE SAND BIRD IS BORN

There is now a hole in the side of the tower where Wiggler was perched on in Episode 2. To enter the hole, climb up the hill behind the tower, slide down the dirt path there, then bounce onto the trampoline that's between the hill and the tower. Inside, you'll find yourself on the back of the Sand Bird. Quickly collect the seven Red Coins on the Sand Bird's back, saving the one near its head for last. After collecting the coins, hang out on the bird's neck until the beast begins turning sideways. Carefully walk onto the side of the neck that will then be facing up. When the Sand Bird rotates again, just make sure you're on the side facing up. Eventually, the bird will pass the top of a tower where the eighth and final Red Coin lays.





EPISODE 5: EL PIANTISSIMO'S SAND SPIRIT

To earn the Shine here, you have to defeat El Paintissimo in a foot race up the hill behind the central tower. No real trick here, just run as fast as you can and use FLUDD's jet pack to cut Piantissimo off as much as you can.



EPISODE 6: RED COINS IN THE CORAL REEF

In the ocean just to the left of the Sand Canana, there's a small coral reef with eight Red Coins. Swim around and search for the coins hidden amongst the plant life. Two of the Red Coins are drifting around the reef (usually with small schools of fish), so you'll have to chase them around a bit.



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Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.



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Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.



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Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

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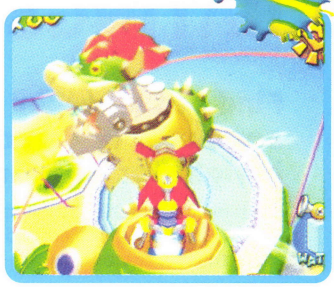
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Pinna Park

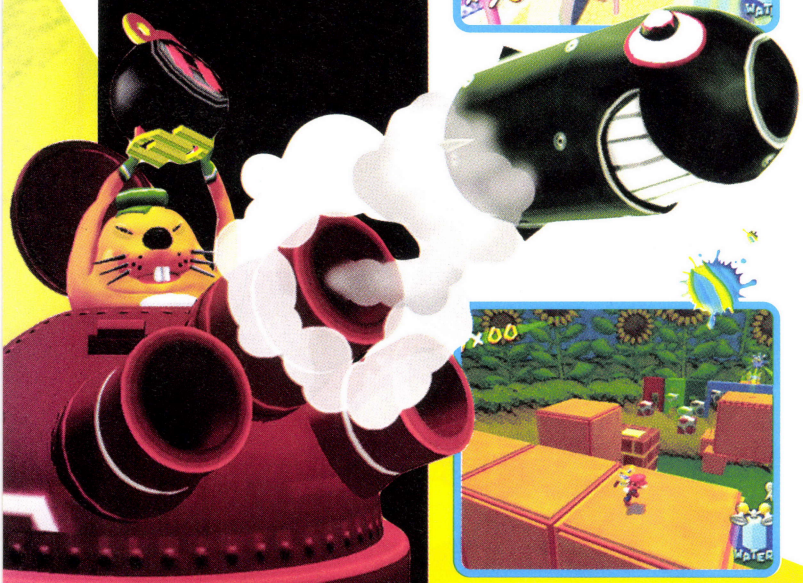
EPISODE 1: MECHA BOWSER APPEARS

After a brief chase with Shadow Mario, you'll confront the massive Mecha Bowser. This machine is too big to fight one-on-one, so you'll automatically hop into a missile-armed roller coaster car. As the car moves around the track, aim the missile at Mecha Bowser and fire away. There are missiles scattered around the track, so once you fire one, you'll have to wait until you pass over another one before you can fire again. When you're not armed with a missile, you can use FLUDD to destroy the Bullet Bills that Mecha Bowser launches at you, or to squelch Mecha Bowser's flames if you're passing too close to his mouth.



EPISODE 2: THE CANNON CONUNDRUM

This episode's Shine is in a bonus stage that you can only access after destroying the Bullet Bill-launching cannon on the beach. Rush the cannon, dodging the Bullet Bills as you go. When you get closer to the cannon, the mole that is manning the guns will begin throwing Bob-ombs at you. Spray the Bob-ombs to turn them blue (this temporarily disables them). Grab the blue Bob-omb, jump, and toss it at the cannon (try standing in the same spot as in the picture for the best shot). Once you've tossed a few Bob-ombs up there, the top of the cannon will explode, and you'll open a gateway to a simple bonus round. The only real obstacles in this bonus round are some disappearing platforms that you can easily run over before they fade away. Be sure to use Mario's belly slide (jump, then press the B Button) to gain a little extra speed on the platforms.



EPISODE 3: RED COINS OF THE PIRATE SHIPS

The eight Red Coins are scattered around the vicinity of the two swinging pirate ships. None of them are that well hidden or terribly hard to reach, so a little exploration is all you'll need to earn this episode's Shine.



EPISODE 4: THE WILTED SUNFLOWERS



This is one of the easiest episodes in the game. There are five giant Yoshi eggs buried in the sand on the beach. Spray each egg, and you'll discover that they are really giant turtles will egg-like shells. Lure the turtles onto the sandy sections of the beach, where they will leap at you. Dodge their jump, and the poor dopes will get stuck in the sand. Use this opportunity to ground pound the creatures. Eliminate all the turtles, and the Shine is yours. As an extra bonus, when you clear this episode, Shadow Mario appears in Delfino Plaza carrying a real Yoshi egg. Chase down Shadow Mario, and you can then ride Yoshi around the plaza.

EPISODE 5: THE RUNAWAY FERRIS WHEEL

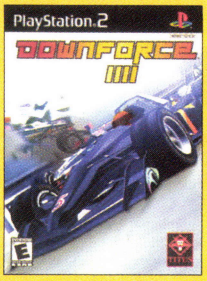
An large, electric Koopa perched atop the ferris wheel is causing the ride to go haywire. To return the park to normal, you'll have to climb up the waterfall on the back of the ferris wheel and knock the giant Koopa off. The maze of grates back there have a few smaller Koopas crawling on them—take them out so they don't knock you back to the ground. This camera screws up in this episode more than it does just about anywhere else in the game, so prepare to fiddle with the C Stick a lot.

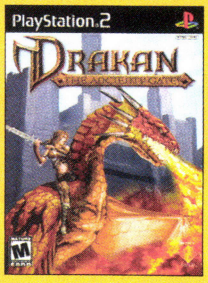


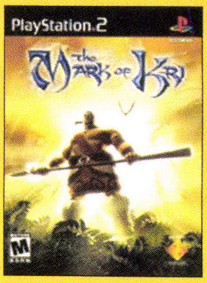
EPISODE 6: THE YOSHI-GO-ROUND'S SECRET

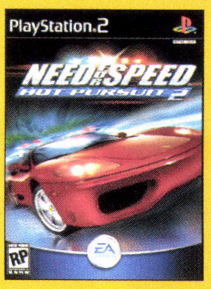
To reach this episode's bonus round, you'll need to hatch the Yoshi egg sitting near the odd-shaped tree (the one that looks like a villager's face). Once you've gotten the proper fruit to hatch Yoshi, you'll need to change the little dinosaur's color so that he's orange (assuming that the fruit you fed him didn't do that already). To make Yoshi orange, simply eat the piece of fruit that's dangling from the tree's "nose." Once you have the proper hued Yoshi, run over to the empty pole on the Yoshi-Go-Round—you'll then enter the bonus round. There's plenty of moving blocks in the bonus round. As usual in these rounds, quick reflexes are your greatest ally.

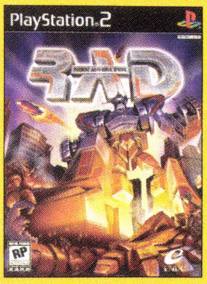
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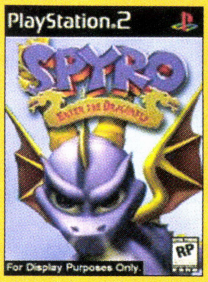


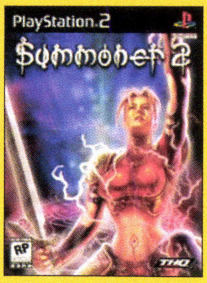












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Noki Bay

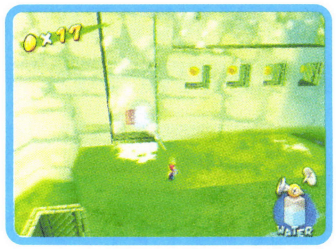


EPISODE 1: UNCORK THE WATERFALL

To uncork the waterfall (as this episode's title explains), you'll need to scale this world's huge cliff. Luckily, there are ledges, but some precision jumping and jet packing are required. Along the way, you'll find a few primitive elevators that will lift you up if you spray water into the jug tethered to the lift. You'll also need to spray the graffiti on the walls to create new platforms to jump on. Once you reach the top, you'll face another mole-manned cannon (like in Pinna Park, Episode 2). Defeat it the same way—by tossing the Bob-ombs that the mole lobs at you right back at it.

EPISODE 2: THE BOSS OF TRICKY RUINS

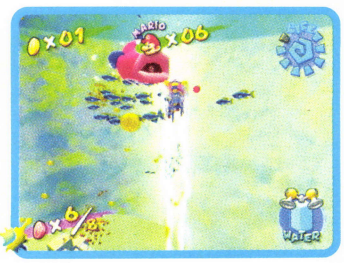
At the beginning of this episode, you learn that by spraying the brown, square panels on the cliff walls, passages open up in the side of the mountains. Once you reveal the passages, you'll have to be quick (and accurate) with the wall jump maneuver if you hope to climb your way out of the passage before they close back up. When you reach the top of the mountain, you'll face Gooper Blooper again. Defeat him just as you did before—rip off his four main tentacles and then go for his mouth. Once the squid is chum, drop down the hole that Gooper was sitting on to find the Shine.





EPISODE 3: RED COINS IN A BOTTLE

Mario gets shrunk down and inserted into a water-filled bottle to collect the eight Red Coins in this episode. This stage also serves to let you try out Mario's new SCUBA gear, which you'll have to master to clear later episodes. If you find yourself running low on air, grab a Gold Coin, which refills your air meter. The only enemy to watch out for here is Cheep Cheep, who will drag you down, causing you to waste precious air.



EPISODE 4: EELY-MOUTH'S DENTIST

At the beginning of this episode you'll need to scale the cliff side again, just as you did in Episode 1. At the top, with Mario in his SCUBA gear, you'll be instructed to jump into the waterfall, where you'll face an underwater boss—Eely Mouth. You're not actually trying to defeat



Eely Mouth; you're trying to help his clean his nasty, dirty teeth. To do this, position Mario over Eely's mouth and wait for him to emerge from his hole at the bottom of the stage. Hover over each of his eight teeth, and use the spray from FLUDD to clean the gunk right off Eely's chompers. Occasionally, Eely will begin inhaling, causing Mario to get sucked into the creature's mouth. When this happens, just use FLUDD to get away. If you find yourself running low on air, you can break away from the battle and collect coins, or spray the purple bubbles that come out of Eely's nose. Once you've "cleaned" the bubbles, they'll burst into bubbles of fresh air that you can float through to refill your air meter.

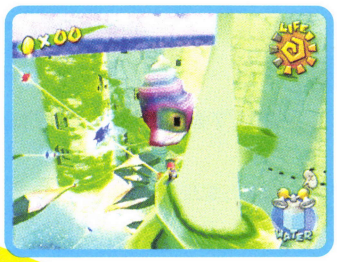
EPISODE 5: EL PIANTISSIMO'S SURF SWIM

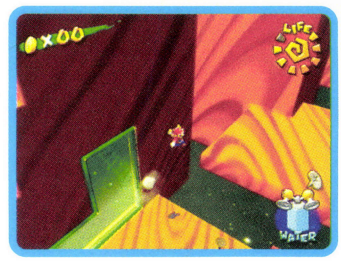
Once again, you must race Piantissimo to a flag within the level to earn a Shine. Your best bet to beat him is to follow him until you reach the area shown in the screen shot. Piantissimo will cut to the left of the column in the upper left of the picture. Go right of the column for a small, but crucial shortcut.



EPISODE 6: THE SHELLFISH SECRET

Use the many tightropes in this stage to reach the giant seashell perched atop the stone pillar. When you enter the shell, you'll be transported to another bonus round. Hopefully, your wall jump skills have been perfected by now—you'll definitely need them to collect the Shine here.





Sirena Beach

EPISODE 1: THE MANTA STORM

A giant, shadow-like Manta immediately begins moving across the ground. Spray the Manta, and it will separate into multiple, smaller Mantas. Continue spraying them until they turn small and red. At this point, one more spray gets rid of them. Stay near the fountains to refill your water, but don't touch the Mantas (or the goo that trails behind them), or you'll be shocked.





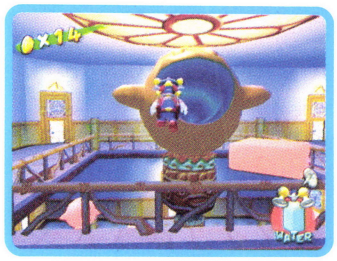
EPISODE 5: KING BOO DOWN BELOW

Stomp on the purple panels of the giant roulette wheel to stop it from spinning. Spray King Boo to make him spin the slot machine. When the slot machine stops on three pineapples, a bunch of fruit and vegetables will appear. Grab a red pepper and toss it at King Boo. As he's burning up, grab another fruit and toss it at him to cause damage.

EPISODE 2: THE HOTEL LOBBY'S SECRET

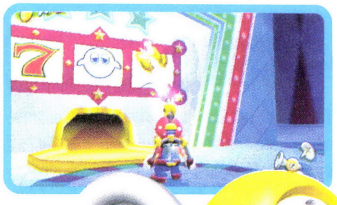
Spray the pink Boos inside the hotel so that they turn into platforms that allow you to climb up to the higher floors. At the top of the central column (on the third floor), jump into the mouth of the Boo statue to warp to a bonus level. In the bonus level, run quickly on the sand blocks (be quick—they begin to fall apart when you step on them).





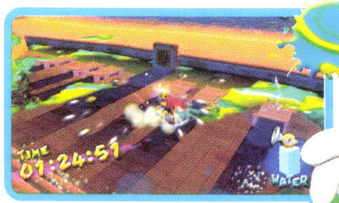
EPISODE 4: THE SECRET OF CASINO DELFINO

There are two large slot machines here. Spray the rollers on them until they show three 7s. If you're having trouble getting 7s on one machine, move to the second one for a while. After you get three 7s on both machines, a curtain will open up revealing a tiled wall. Spray the wall to make the tiles spin around and reveal a picture of a Shine. This requires accurate spraying, so try using the strafe mode to better aim FLUDD. Once the picture is complete, a pipe will appear that leads to a bonus level. The bonus level contains a lot of moving blocks, so step and jump carefully.



EPISODE 6: SCRUBBING SIRENA BEACH

You have three minutes to clean the goo off of the beach. If you're quick and careful, you can make it, but use the barrels full of water to gain some time. Don't forget to clean off the people that you free from the goo.







EPISODE 3: MYSTERIOUS HOTEL DELINO

Nothing is what it seems in this level. To get to the Shine, you must first hatch Yoshi from his egg by collecting a pineapple. To find it, first enter the men's bathroom and jump up and into the stain on the wall. You'll warp to a room in the hotel. From there, it's a matter of moving from room to room without ever leaving a room's main door. Find secret pathways by spraying everything in sight (pictures, bookshelves, etc.). Also, keep an eye open for different colored tiles in the floor, which you can ground pound through. When you find a pineapple, take it back to the Yoshi Egg and ride Yoshi up to the third floor. Enter the one open room there and bounce on the bed through the hole in the ceiling. You'll end up in a maze. In it, Yoshi can eat the sleeping Boos that block your path. Ground pound through the cracked floor panel shown in the picture to end up in the room with the Shine.





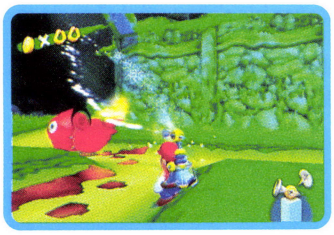
Pianta Village

EPISODE 5: THE VILLAGE UNDERSIDE

There's a bonus level here that you can only access if you're riding Yoshi. Yoshi's egg is just across the bridge near your starting location. Grab Yoshi's desired fruit to hatch him, then go back half-way across the bridge. See those mushrooms below the bridge on the right side? Just down to them and jump from mushroom to mushroom until you reach the platform with the yellow scribble on it (as shown in the picture). Yoshi spit cleans that yellow stuff right up, so spray away. You'll then reveal the entrance to a bonus level populated with "chucksters"—powerful Piantas who will throw you across large gaps. Just aim yourself carefully before talking to these guys. They'll throw you in the direction you're facing even if there's no ground to land on.



EPISODE 1: CHAIN CHOMPLETS UNCHAINED





Three Chain Chomplets have broken loose and are bouncing all over this stage, leaving a trail of burning goo in their wake. To calm the little guys down, you must knock them into the small pond in the center of the level. You'll have to spray the Chomplets for a bit to cool them down, as touching them while they're red-hot hurts you. Once they've changed from red to black, grab their tails and pull them out. When you let go of a tail, the Chomplet will snap forward. By repeatedly grabbing the Chomplet's tail (after re-cooling it off, of course) and snapping it through the maze-like level, you can eventually dump it in the pond. Cool off all three Chomplets, and you'll earn a Shine.

EPISODE 2: EL PIANTISSIMO'S CRAZY CLIMB

El Piantissimo challenges you to another race. This time, the goal is at the top of a slanted palm tree. Chase after Pinatissimo, using Mario's belly slide and triple jump to gain distance. You should be able to pull ahead of Pinatissimo right before reaching the tree, giving you a clean shot up to the top.

EPISODE 3: THE GOOPY INFERNO



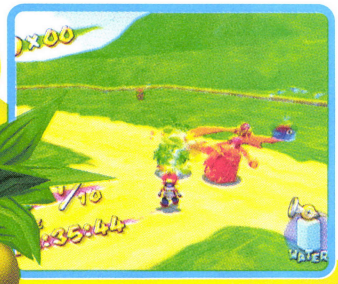
This level can be nerve racking, since you spend most of it hanging from a grate over a bottomless pit. One slip-up, and you fall to your doom. Begin the level by running to the opposite side of the stage and ground pounding your way into the pit shown in the picture. You'll end up dangling from some grates on the underside of the village. Beware of the brown gates that you need to punch and ride across gaps. They will fall once they stop, so get off of them quickly. Work your away across the grates and mushroom platforms until you reach a gate in the grate. Flip up the gate, and you'll find yourself back on the surface. The ground is covered with burning goo, but there are small dry patches that you can hop across until you reach a large, wooden platform where the village mayor is trapped. Climb up to the and clean him off to get a Shine.

EPISODE 4: CHAIN CHOMP'S BATH

Episode 4 is much like Episode 1, except that there's only one Chomp this time (although this one is much bigger). Instead of launching the Chomp into the pond, you must drag this one (by the chain hanging off of its back) into the hot tub near the far end of the stage. Before you can drag this Chomp, however, you must cool it off either by spraying it or (preferably) tossing a barrel full of water at it. Chomp will heat up again after a while, so you'll have to cool it down again. Your best bet is to grab a barrel and wait with it near the hot tub. When Chomp comes near, throw the barrel at it and quickly drag the critter into the tub.



EPISODE 6: PIANTAS IN NEED



After a few difficult episodes, this one is nice and easy. As the level starts, the mayor informs you that 10 villagers are trapped in the burning ooze, and Mario has three minutes to save them. All 10 of them are on the ground, so there's no need to climb on any platforms or anything too extravagant. Just look for the puddles of goo and begin spraying (begin spraying as you run toward the puddles to save a few seconds). Once the villager pops out of the goo, remember to clean off the poor sap, or it doesn't count. Once you've saved all 10 Piantas, talk to the mayor again to claim your Shine.



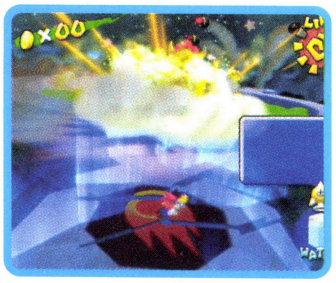
All Worlds

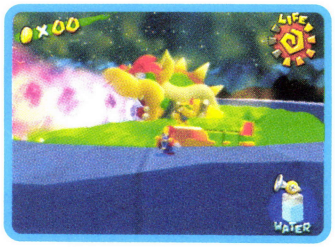
The seventh episode of each world has you chasing the mysterious Shadow Mario. Spray him enough with FLUDD, and he'll surrender, earning you a Shine for your troubles. These stages are never too difficult, as Shadow Mario tends to follow a pattern around the stage. If you lose him, he'll conveniently stop and wait for you to find him before beginning the chase anew. There's also no time limit to these episodes, so you can take as much time as you'd like. Remember that if you lightly hold down the R Button, you can spray water and run at the same time.

Final Boss—Bowser

You'll gain the Rocket Nozzle before fighting Bowser, and brother, you're gonna need it. The big guy is lounging in his circular bathtub, and you need to destroy the five platforms that stick out around the tub's edge. Do this by running out to the end of a platform (there's a handy symbol on each so you know where to aim at) and use the rocket to blast yourself up into the sky. Once you reach the height of your blast, perform a ground pound. You'll slam down on the platform, shattering it in the process. Of course, you'll have to quickly jump back onto the tub's edge so you don't fall into oblivion with the remains of the platform.









As you're attempting to destroy the tub, Bowser will attack you with his flame breath. It's easy enough to dodge, but if you need to extinguish it in a hurry, just use FLUDD to shoot Bowser in the mouth. Bowser Jr. provides backup for his dad by launching Bullet Bills at you from his ship that is floating in the tub. Keep an eye out for the flashing blue Bullet Bills—if you destroy one, you'll earn a 1-Up.

Bowser's strongest attack is when he splashes in his tub, causing the green ooze that he's bathing in to spill over the side. If you've accidentally fallen into the tub, you're well aware that the "water" hurts Mario. When Bowser splashes, you'll have to do some fancy dodging to avoid getting swept over the side of the tub. If you need to, don't be afraid to use the Rocket Nozzle to blast yourself over the water. Just be sure to land on the tub's edge when you fall back down.

Keep dodging Bowser's attacks and take out all five platforms, then you will have beaten the game. Now, continue playing and try to find all 120 Shines!



Corona Mountain

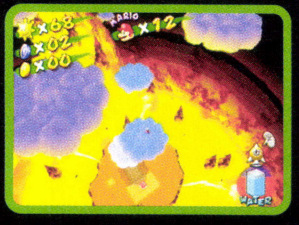
The first part of this stage is littered with multiple platforms that are either on fire or contain spikes that periodically poke up through the platform's surface. Use FLUDD's jetpack mode to fly to the platforms (you'll sometimes have to do a backflip to get the height needed to cross the pits between platforms). FLUDD's water streams will extinguish the fire on the burning platforms, but you'll have to time your flights so that you land on the spiked platforms when the spikes are retracted.



Once you've gotten past the platforms, you'll have to hop into a small boat. Face the rear of the boat and fire off FLUDD to get the boat moving. You'll have to continuously spray water to move the boat across the sea of lava. Shoot your water in short bursts and steer the boat carefully, as you'll sink if you merely graze a wall.

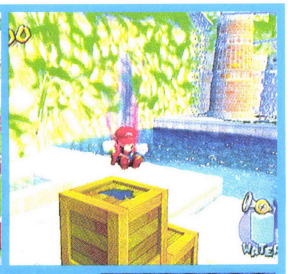


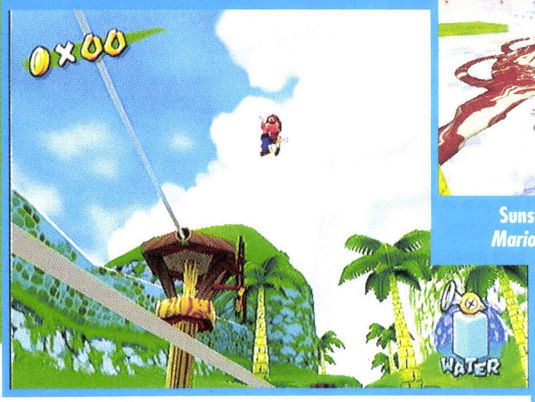
The final part of this stage has you bouncing into the air on a series of trampoline-style clouds. Use FLUDD to slow down your jumps and help aim your landings. You don't want to end up falling from the heights you'll be reaching. Once you reach the top of the clouds, you'll face the final boss.



Fighting this giant, gooey Piranha Plants usually opens a new area or world.







Sunshine has several homages to the 8-bit Mario titles like this old-school background.



"Was it worth the wait? Simply put: Yes, yes it was."

So this is it. The big Mario game that everyone wanted Nintendo to release when the GameCube launched. Now, it's nearly a year later, and the game has finally arrived. Was it worth the wait? Simply put: Yes, yes it was.

When you play *Super Mario Sunshine*, you're reminded why you love video games in the first place. It starts out simply enough, with a few easy levels that let you get used to the controls and Mario's set of moves. From there, the game branches off in multiple directions, giving you the freedom to explore the worlds of the game's tropical setting, Isle Delfino. The further you get into the game, the trickier the challenges become (but never to the point of frustration). By the end, you'll be side-flipping, backflipping and jet packing around like it's second nature.

By jet packing, of course, I'm referring to Mario's new water-filled backpack (named FLUDD), which grants him a whole new set of moves. This little device adds tons of technique to the game, and you'll discover just how valuable it is to the experience during a few bonus rounds where it's taken away.

If only the camera were as good as the gameplay. For some reason, *Sunshine*'s camera seems less intelligent than the one in *Mario 64*. You'll find yourself constantly adjusting it with the C-Stick. It's annoying at first, but much like Mario's moves, it becomes very intuitive as the game progresses.

Despite the camera issue, *Super Mario Sunshine* is a terrifically fun game. As you play it, you'll be reminded just how much fun video games can be. When you're not playing it, you'll be thinking about playing it. When you're writing a review of it, you'll want to quickly end the review to go play it again. In fact, uh, I gotta go...

- Phil Theobald

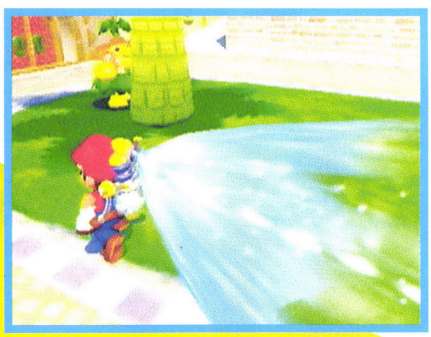
FACT FILE

SUPER MARIO SUNSHINE

- **Publisher:** Nintendo
- **Players:** 1
- **Release:** August
- **Genre:** Action
- **Website:** www.nintendo.com

GAMECUBE







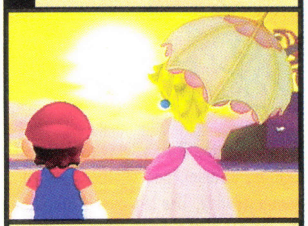
PROs and CONs

PROs

- Near-perfect gameplay
- FLUDD adds some great techniques
- Lots to explore
- It looks sweet

CONs

- That darn camera



CONTROL

Once you get the basic maneuvers down, it will feel like you could perform them in your sleep. Everything just feels natural.

IMPACT

Sure, Sunshine isn't the most graphically stunning game around, but it still looks fantastic. There's lots of classic Mario tunes, too.

LIFESPAN

There's 120 Shines to collect. You don't need them all to beat the final boss, but it's crazy-fun to try and find every last one.

EXTRAS

As with most Mario games, the "extras" come in the form of the many, many secrets to discover if you explore the entire world.

NOW RATED

Luigi thought he was a big shot with his launch title and all, but his day in the sun is over. If you don't enjoy *Mario Sunshine*, your GameCube should be taken away.

A+

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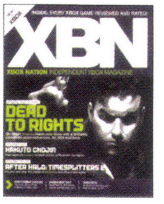
CUT ALONG THE DOTTED LINE

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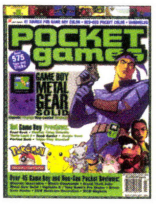
○ Pocket Games 8 Spring 2002 $12.00



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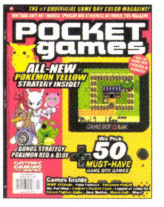
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REVIEW ARCHIVE

Missed our past issues? Here's how we ranked the best and the worst releases of the past six months.

PLAYSTATION 2

GAME	ISSUE	GRADE
007: Agent Under Fire	04	B
Aggressive Inline	10	B
Air Blade	05	C+
Army Men RTS	07	B+
Blood Omen 2	07	B-
Britney's Dance Beat	09	C-
Deus Ex	07	A ☆
Dropship	09	C-
ESPN International Winter Sports 2002	05	B-
ESPN NFL Prime Time	04	C-
Eve of Extinction	07	D-
Fatal Frame	06	B
Final Fantasy X	03	A+ ☆
Giants Citizen Kabuto	04	C-
Gitaroo Man	05	B+
Headhunter	08	B+
Herdy Gerdy	07	C
High Heat MLB 2003	06	A- ☆
Hot Shots 3	06	A ☆
Jak & Daxter	04	A- ☆
Mad Maestro	07	B-
Madden NFL 2003	11	A+ ☆
Maximo	06	A- ☆
Medal of Honor: Frontline	09	A ☆
Men in Black II: Alien Escape	11	C-
Metal Gear Solid 2: Sons of Liberty	04	A+ ☆
Mister Mosquito	07	B
Mobile Suit Gundam: Zeonic Front	05	C-
Monsters, Inc.	06	B-
MLB Slugfest 20-03	10	B
NCAA 2003	10	A ☆
NFL 2K3	11	A ☆
NFL Blitz 20-03	11	B-
NFL GameDay 2003	11	C-
No One Lives Forever	06	C-
Onimusha 2: Samurai's Destiny	11	A ☆
Pac-Man Fever	11	C
Pac-Man World 2	05	A- ☆
Parappa the Rapper 2	04	A- ☆
Pirates: The Legend of Black Kat	07	B
Rayman Arena	08	C
Rez	04	B
Shadow Hearts	05	B
Soccer Mania	10	B-
SOCOM U.S. Navy Seals	11	A ☆
Spider-Man	08	B+
Star Trek Voyager: Elite Force	05	D
Star Wars: Jedi Starfighter	07	A- ☆
Star Wars: Racer Revenge	06	B-
State of Emergency	06	C-
Stuntman	10	B+
The Mark of Kri	10	A- ☆
Virtua Fighter 4	06	B
Wipeout Fusion	08	A- ☆

XBOX

GAME	ISSUE	GRADE
007: Agent Under Fire	07	A- ☆
All-Star Baseball 2003	07	B-
Azurik: Rise of Perathia	04	D-
Blood Wake	05	C
Buffy the Vampire Slayer	11	B+
Cel Damage	03	B
Crazy Taxi 3: High Roller	10	B+
Dark Summit	03	B
Dead or Alive 3	03	A- ☆
Dead to Rights	11	C+
Enclave	11	C-
FIFA 2002: Road to the World Cup	08	B-
Fusion Frenzy	03	B
Genma Onimusha	05	B-
Halo	03	A+ ☆
Hunter the Reckoning	09	B
Jet Set Radio Future	06	B+
Knockout Kings 2002	06	B
Mad Dash Racing	03	C-
Madden NFL 2003	11	A+ ☆
Moto GP	09	B
NBA Inside Drive 2002	06	B
NFL 2K3	11	A ☆
NFL Blitz 20-03	11	B-
Oddworld: Munch's Oddysee	03	A ☆
Spider-Man	08	A- ☆
Star Wars: Obi-Wan	04	C-
Test Drive	09	B+
Triple Play 2002	06	C
Wreckless: The Yakuza Missions	06	C+
World Series Baseball	09	A- ☆
WWF Raw	06	C

GAMECUBE

GAME	ISSUE	GRADE
Bloody Roar: Primal Fury	07	B
Bomberman Generation	10	B+
Crazy Taxi	04	B
Eternal Darkness	10	A ☆
Freekstyle	11	C+
Madden NFL 2003	11	A+ ☆
NFL 2K3	11	A ☆
NFL Blitz 20-03	11	B-
Resident Evil	08	A+ ☆
Sega Soccer Slam	06	B+
Smashing Drive	06	D+
Smuggler's Run Warzones	11	B
Sonic Adventure 2 Battle	05	C-
Spider-Man	08	B+
Star Wars Rogue Leader: Rogue Squadron II	03	A+ ☆
Super Smash Bros. Melee	04	A+ ☆
Universal Studios Theme Park Adventure	05	D-
WWE Wrestlemania X8	09	B

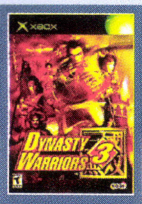
GAME BOY ADVANCE

GAME	ISSUE	GRADE
Alienators: Evolution Continues	04	B-
Breath of Fire II	07	C
Britney's Dance Beat	08	F
Broken Sword	07	B
Column's Crown	02	C+
Crash Bandicoot: The Huge Adventure	06	B
Dark Arena	06	C-
Doom GBA	03	A ☆
Eck's vs. Sever	02	A ☆
F-14 Tomcat	01	B+
Frogger: The Great Quest	07	C
Golden Sun	03	A+ ☆
Gradius Galaxies	02	A ☆
Guilty Gear X Advance Edition	10	C+
Harry Potter and the Sorcerer's Stone	03	B-
High Heat MLB 2003	06	B
Inspector Gadget	06	C+
Jackie Chan Adventures: Legend of the Dark Hand	03	C
Jedi Power Battles	03	D-
Jurassic Park III: Island Attack	02	C
Jurassic Park III: Park Builder	02	B
King of Fighter EX: New Blood	07	B-
Lilo & Stitch	09	B+
Mega Man Battle Network 2	09	A- ☆
Mega Man Zero	11	B+
Men in Black: The Series	02	F
Mortal Kombat Advance	05	D
Motocross Maniacs	06	B+
NBA Jam 2002	07	F
Planet of the Apes	04	C+
Puyo Pop	05	B
Road to Wrestlemania	03	C
Robopon 2	08	B
Salt Lake 2002	04	C
Shaun Palmer's Pro Snowboarder	04	C
Sheep	06	C+
Shrek: Swamp Kart Speedway	06	F
Sonic Advance	05	A- ☆
Spider-Man	08	B-
Spy Hunter	08	C-
Star Wars Episode II: Attack of the Clones	09	D-
Stuart Little 2	11	C+
Super Bust-A-Move	04	C
Super Mario World	05	A+ ☆
Tactics Ogre: The Knight of Lodis	07	A ☆
Tekken Advance	05	B
The Pinball of the Dead	09	B
The Scorpion King: Sword of Osiris	08	B
The Three Stooges	08	C+
Tony Hawk's Pro Skater 3	07	A- ☆
Urban Yeti!	09	B-
Wario Land 4	03	A ☆
WTA Tour Tennis	07	B+
Zone of the Enders: The Fist of Mars	05	C-

GAME GLANCE

No-frills Approach to Ports and Smaller Titles

If you like a game in here, don't take offense that we didn't give it the "full treatment," so to speak. It just means that the game was ripe for a quickie review. It may have been a port, it may be a simple concept re-done, it may just be a case of not being able to squeeze it in. So, rather than leave it out, we decided to do more, more, more... Here's hoping you find it useful, and if not, well, blame Phil.



DYNASTY WARRIORS III

System: Xbox

Cross *Romance of the Three Kingdoms* with *Final Fight*, and you get *Dynasty Warriors III*. We dig the game's intense battle sequences—there's no better way to wind down after a hard day's work than to play this for a few hours.

■ PROS: *Fast paced, adrenaline-pumping gameplay.*

■ CONS: *Battles get monotonous after a while, and the 2-player mode, which is cool in theory, gets bogged down by ugly graphics.*





RENT IT



CAPCOM VS. SNK PRO

System: PSone

If you've yet to upgrade to one of the newer video game systems, but still want a rockin' good fighter, this is the way to go. Sure, *CvS Pro* isn't as advanced as its 128-bit brothers, but it still one of the best fighting games on the Psone.

■ PROS: *Classic Capcom fighting action, great graphics, tons of characters (35, to be exact), multiple modes of play, lots of unlockable extras and a great low price (only 20 bucks).*

■ CONS: *Better versions of this game already exist.*





BUY IT



EGG MANIA

System: GBA

A relatively sublime little puzzler, *Egg Mania* should kill a couple hours on any road trip. A wide array of modes and pressure-packed action make this one a keeper. And who doesn't like animated egg characters? Rent it first, but there's long-term charm here in our opinion.

■ PROS: *Just as addictive as any other puzzler out there. Easy to learn and fun to master.*

■ CONS: *As with most puzzlers, the higher levels can get a bit hairy. That's not too bad though.*





RENT IT



MAT HOFFMAN'S PRO BMX 2

System: PS2

How many extreme games can one company pump out? Activision's never-ending stream of grinding goodness continues here with a serviceable upgrade to the original *Hoffman*. Lengthy and fun, Hoffman delivers again.

■ PROS: *Significantly better looking than the original, with cool Road Trip points feature.*

■ CONS: *Camera inconsistent at times. Also can be a bit daunting in terms of tasks to complete a mission.*





BUY IT



ROMANCE OF THE THREE KINGDOMS VII

System: PS2

Think Risk gone gonzo and you have a close idea of *Romance*'s premise. Uniting China is no small feat, with 51 cities and over 500 unique personnel. Hardcore isn't the right word, but it's the first word that comes to mind.

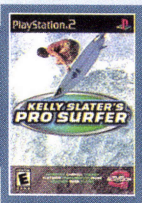
■ PROS: *Lots of micromanagement to be done, if that's your thing.*

■ CONS: *Looks like a PSone game in disguise. Overwhelming and rather boring tasks. We don't feel the epic-ness.*





RUN AWAY



KELLY SLATER'S PRO SURFER

System: PS2

Blue Crush fans can line right up for a "tubular" time with this one. *KSPS* plays well enough, as Activision's got the trick-extreme games down. Goal-based gameplay and short two-minute trick runs are the order of the day.

■ PROS: *Nice to see an edgy sport like surfing get some attention.*

■ CONS: *Doesn't capture that watery feeling as well as Splashdown and some other water-based games.*





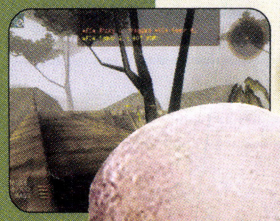
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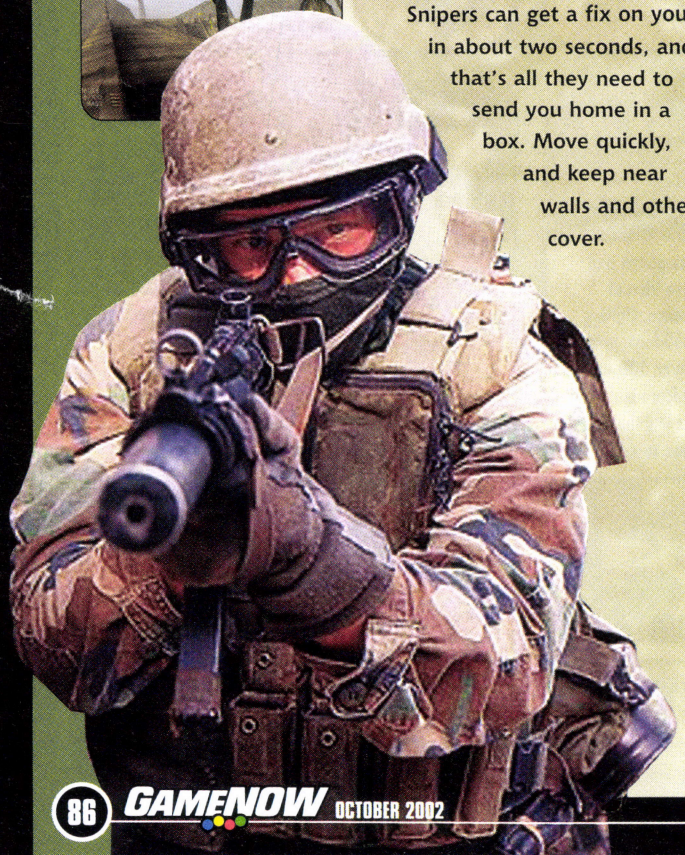
S.O.C.O.M.
U.S. NAVY SEALS

SURVIVAL AND SUPPRESSION

Wipe out the opposition, but watch your own backside. Sound easy? Well, it can be with a few simple tips. Here's your first lesson in online survival. Read carefully, young soldier. Your life depends on it.







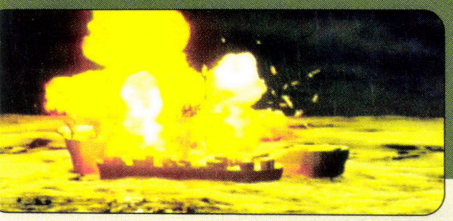
- Use the environment to your advantage. Use foliage, trees, water and buildings to provide cover and give a better view of the area of operations. Remember, the same rules that hold for the single-player missions apply online; if you're prone, unmoving, or in a patch of grass, the enemy isn't likely to see you.
- Don't hang out in the open. Snipers can get a fix on you in about two seconds, and that's all they need to send you home in a box. Move quickly, and keep near walls and other cover.
- Look behind you. Don't just run straight ahead without taking the occasional look around; otherwise, an enemy can sneak up and cap you at point-blank range.
- Change the paths that you use. Don't travel the same route twice, or else your opponents will start to anticipate your moves and leave some nasty surprises for you. Mix it up.
- Try all the weapons and find which one suits your playing style. The M4A1 SD (SEALs) and 552 (Terrorists) are good all-around choices to start with, but don't be afraid to try something new.
- Go cautiously through the pinch points (tunnels, narrow passes, etc.); someone may be waiting for you on the other side. Use smoke grenades to conceal your movement.
- Hit the deck. Crouching or lying down can have a big effect on the accuracy of your weapons, some more than others. If your weapon kicks hard, you'll have better luck lying down.
- Ease off the trigger. Auto-fire is not always a good thing.





The longer you fire your weapon on auto, the less accurate it becomes. It should mainly be used for cover fire.

- Toss out some grenades if you get pinned down—any kind of grenades. They'll help get you out of those tight situations.
- Smoke grenades: They're not just for cover anymore! They also make for a great diversion; try lobbing one into an open area to lure your enemies out of hiding.
- *Constantly* communicate with your teammates! Set up ambushes, clear out areas, change strategies, and call for help as much as possible!





DEMOLITION AND BOMBS

Demolition mode is similar to an "Anti-Capture the Flag." Two teams placed at opposite ends of the field each have the same goal: Get to the bomb in the middle, carry it to the opposing base, and blow it up. Sounds simple, but creative and cunning tactics are required to succeed. Read on.

- Death from above: Position yourself near the bomb (it's usually in some sort of small shelter), and lob frag and concussion grenades into the structure. Vary the time between tosses, and you'll be more likely to catch an enemy at just the right time.
- Death from afar: Take your sniper rifle, find a high spot a safe distance away, train your scope six feet or so above the bomb, and wait for an opponent to offer himself up for the slaughter.
- Death in hiding: Hide yourself near your own base. Hide yourself well. Wait for the enemy to attempt to plant the bomb, then bombard him with grenades or machine-gun fire. And here's a level-specific extra: On the desert-based Night Stalker level, the bases are inside tents—and, you know, canvas doesn't exactly stop bullets all that well. Hide behind the tent, wait for an opponent to come near, and let fly in full-auto mode through the tent. Surprise! Here's another tactic: The tents each have a little lamp in them. If you shoot the lamp, the tent gets dark enough for you to hide on the floor at the back of the tent so you can simply wait.
- Death in waiting: Claymores. Get to know them. These remote-detonated mines can kill instantly; used correctly, they can be the most devastating weapon in your arsenal. The ideal tactic: Place one in an inconspicuous spot near your own base, fade back to a safe distance, wait for your opponent to pick up the bomb and attempt to plant it in your own base, and...blammo. Alternate tactic: Race to the bomb, but instead of picking it up, drop a claymore. Watch your opponents mistake it for the bomb and laugh, laugh, laugh as you prove how right they are.

HOSTAGE EXTRACTION

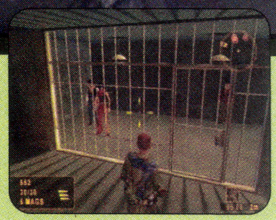
This type of stage usually deteriorates into a death match, since the easiest way to win is to wipe out all of the terrorists. Of course, the real goal is to find the area's hostages and guide them to safety spot.

- **Hidden and dangerous: Position yourself in a shadowy spot near the hostages, then wait for the SEALs to arrive. Make sure you don't hit any hostages in the resultant gunfire. Alternately, wait for the SEALs to infiltrate your base, then dash to the extraction point. Try both tactics at once for extra fun.**
- **Cloaked in mystery: If you're left guarding the hostages alone and the SEALs are getting close, drop a smoke grenade in the middle of the hostages and back off a bit. The SEALs won't be able to see the hostages well enough to instruct them to follow. Open fire while they're trying to sort themselves out. Alternately, use a flashbang grenade. This will cause anyone in a close radius to go "blind"—their screens go completely white for a few seconds—but does no physical damage. A perfect time to place a few surgical shots. Just make sure you're not close enough to get caught in the blast.**









WEAPONS

"This is my rifle, this is my gun, one is for..." Know your weapons before heading into combat. Each has a purpose and a weakness.







NAVY SEALs

M4A1 SD



The SEALs' best all-around weapon. This zippy little number has solid accuracy and range, a viciously quick fire rate—plus a silencer. Your enemies won't know what hit 'em. Literally.

M63A



The quickest, easiest way to clear a room. Although it's only so-so in accuracy (and it's louder than the voice of God), the hefty magazine and quick fire rate will keep you smilin' as the enemy reloads.

M14



A good all-around backup to the M4A1 SD, the M14 scores higher in accuracy and range, but lower in fire rate. It also comes without benefit of a silencer, so it'll give your position away in a hurry.

SR-25



Some may prefer this sniper rifle's silenced cousin, but we think the advantage in accuracy and range make it worth the risk of detection, especially since your enemy will be too far away to strike back.

226



The SEALs' best all-around pistol. It's loud, yes, but it's dependable, with solid accuracy and range.

9mm



If your primary weapon is non-silenced, go with this as a stealthy backup. It's sexier than the M23.

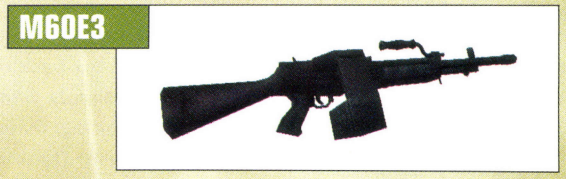
TERRORISTS

552



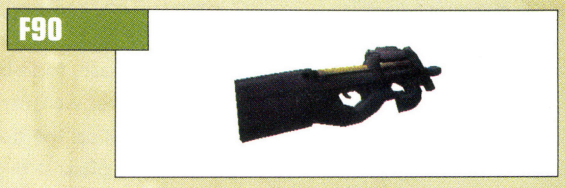
This assault rifle is virtually identical in stats to the AKS-74, but it's just a shade quieter. It won't make much of a difference, since they're both loud as the dickens, but why not go with the best?

M60E3



The rough Terrorist equivalent to the M63A, this monster comes with a 100-round magazine and a tripod (not pictured). Not terribly accurate at long range, this one will cut a man in half from up-close.

F90



Oh my, yes. Yes, please. The F90 (aka FAMAS) has the highest fire rate in the game, and a 50-round magazine to make it worthwhile. Only moderately accurate at range, but honestly—who cares?

M82A1A



Dig this: the greatest possible accuracy, the longest possible range—and the highest possible volume. It's a hefty tank-stopper that shoots sharp, long and loud. Just lie down; you're already dead.

F57



The Terrorists' best all-around pistol is virtually identical to the SEALs' 226. Boring but functional.

DE .50



It's big, it's brawny, and it's loud as hell. But it will stop a charging SEAL in his tracks.

GROUP DYNAMICS





CLANS

Here's one of the coolest features of online *SOCOM*. Get a few of your buddies together and start a clan, which is basically a members-only unit. As the clan's owner, you decide who stays and who goes.

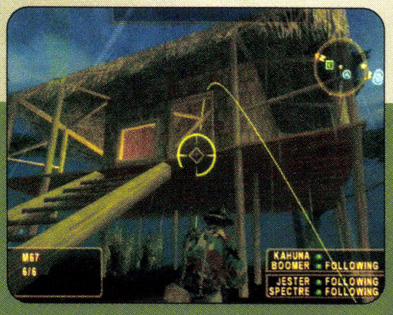
SOCOM has taken the admirable leap of including support for clans within the game engine itself. And while the options aren't exactly overwhelming, the game does allow you to put a group of like-minded players together, communicate with each other easily, and even automatically group your clan onto the same team once you actually join a game.

Creating a clan is simple: Pick a name, hit a button, and you're done. Just hit "Invite," type in the players' names, and the next time they're online they'll see your invitation, which they can accept or decline. As the owner of a clan you can kick people out at your whim (just don't get too drunk on the power). You can also enter messages that your clan members will see on the opening screen once they've logged into the SOCOM server. Use this ability to update your clan with news of new members, leadership changes, or general info. (But type carefully; as far as we can tell, there's no way to delete a message you've posted.) Other options include naming a new leader (if you just can't handle the responsibility), leaving the clan yourself, or disbanding the clan altogether.

When you create a game, you have the option of grouping all your clan members on the same team, SEALs or Terrorists (otherwise the server randomly assigns players like usual). You can also set a password for the game, which players will have to enter before joining; the clan messaging utility is a good place to pass around this information.

Chances are, once your clan gets rolling, you're going to want a little more freedom to communicate with your players than the game engine gives you. Why not start up a Web site of your own? Do a Yahoo search for "Quake clans" to see what kinds of communities have sprung up around PC shooters. Will SOCOM prompt such a strong response?





We know you're used to sheltered, offline fun, but this is the next era of gaming. You have voice communication headsets...use them. Constant communication is key, and can mean the difference between a win or a loss.

- **Use the buddy system. The real-life SEALs never do anything solo, and you shouldn't either. Having just a pair of you working together exponentially increases your chances of survival—it forces the enemy to divide their attention between you to devastating effect.**

- **Play leapfrog. When working in any size group, take turns covering each other as you advance, with each leading member dashing to solid cover and then protecting the next guy as he advances.**

- **Specialize. Set up one or two guys with sniper rifles in high positions; even if they can't get a bead on the enemy, they can call out his location. Use another one or two with loud, powerful weapons to grab the enemy's attention. And while the enemy is focused on those guys, have another group move in from the flanks with silenced weapons, or have them lob grenades from the sidelines.**

- **Ham it up. Talk like a SEAL, and you'll think like a SEAL. So don't say, "OK," say, "Roger that." Don't say, "I see someone!"; say, "We've got hostiles!" (and please, do say where the hostiles in question are located). Don't say, "I got one!"; say, "Tango down." It's fun, it's quick and understandable, and it'll help keep your team focused.**

- **Don't be a glory hog. You'll have some games where you'll never fire a shot. The good of the team outweighs the good of the individual, and even just drawing the enemy's fire can be monumentally helpful. Furthermore, if you can take out the last guy but you know you're going to get killed doing it (a grenade in close quarters, for example), suck it up and eat lead. Unless you're the last man standing on your team, that is.**

- **Make use of the afterlife. If you die early in a game, don't despair. First, make any weapon changes you need by hitting R2 and selecting new equipment with X. Then, hit Left or Right on the D-pad to "piggyback" on your teammates. Watch and learn; you'd be surprised how many new tactics you can pick up just from following someone around. And chat with your other dead teammates: Set up tactics for the next round, share information about enemy hideouts, and commiserate. Soon you won't be spending so much time being dead.**

TRICKS NOW

Brand New Tricks for Your Favorite Games!

GAMECUBE

BLOODY ROAR FURY

Secrets

To unlock the following characters play any mode the listed amount of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha
50 times
Cronos
100 times
Kohryu
150 times
Uranus
200 times

Cheats

Clear Arcade Mode the listed amount of times. You can use any character you wish and may continue as often as needed.

Movie Player
Once
COM Battle
Twice
Kids Mode
Three times
Big Heads
Four times
Big Arms
Five times
No Wall
Six times
Min Wall
Seven times
Final Round
Eight times
Low Speed
Nine times
High Speed
10 times
No Blocking
11 times
Max Difficulty
12 times
Knock Down Battle
13 times
Human Only
14 times
Beast Only
15 times
Hyper Only
16 times

HE SIMPSONS: ROAD RAGE

Button Codes

While in the options menu, hold the L- and R-Shoulder buttons, then press the following button combinations.

Red Soapbox Car
B, B, Y, X
Smithers in Mr. Burn's Car
B, B, Y, Y
Nuclear Bus
B, B, Y, A
Extra Money
Y, Y, Y, Y
Stop Time
X, B, Y, A (Press R-Shoulder to start, stop and reset the timer.)
Nighttime Mode
A, A, A, A
Slow-motion Mode
A, X, B, Y
Flat Characters
X, X, X, X.

Time Codes

Change your Cube's internal date to the following in order to unlock the these secret characters:

New Year's Krusty
1/1/02
Thanksgiving Marge
11/22/01
Halloween Bart
10/31/02
Christmas Apu
12/25/01

SUPER SMASH BROS. MELEE

Secret Characters

There's 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

Dr. Mario
Play 100 VS. matches OR beat Classic or Adventure Mode as Mario without continuing.
Falco Lombardi
Play 300 VS. matches OR defeat the 100-Man Melee Mode.
Ganondorf
Beat Event Match #29 (Triforce Gathering).
Jigglypuff
Beat Classic or Adventure Mode with any character.
Luigi
Beat Stage 1 of Adventure Mode (Mushroom Kingdom) when the timer shows a "2" in the last second's place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure Mode.
Marth
Play 70 VS. matches OR play Classic, Adventure or VS. Mode with each of the 14 normal characters.
Mewtwo
Play 700 VS. matches OR play VS. Mode for 20 hours
Mr. Game & Watch
You must first unlock all of the other characters. Then beat Classic, Adventure or Target Test Mode with them all.
Pichu
Play 200 VS. matches OR beat Event Match #37 (Legendary Pokémon).
Roy
Beat Classic or Adventure Mode as Marth without continuing
Young Link
Play 500 VS. matches OR beat Classic Mode with 10 different characters (two of which must be Link and Zelda).

RESIDENT EVIL

Infinite Grenades

Want infinite grenades of normal, flame and acid? The alchemy involved is tricky, only works in Once Again, and ruins the balance of the game. Cool.

Step 1: Take Acid, Flame rounds and the Launcher to an Item Box.

Step 2: Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3: Leave the Item Box, equip the Launcher so it's your "weapon," then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades, press A, and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the "Once Again" mode because it replaces the regular game on your second play-through. In addition to changing the name of the regular game to "Once Again," you'll get a new title screen.

REAL SURVIVOR

How Do I Unlock It?

Complete the game once with either character. The

SYSTEM
GAME BOY ADVANCE
GBA

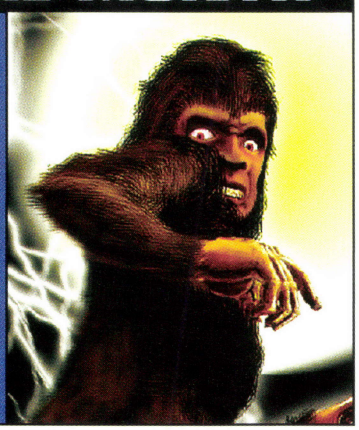
URBAN YETI!

TRICK OF THE MONTH

SECRET MENU

Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the title screen, select "Continue" and enter the password TONYGOLD (one of the main madmen behind this game). If you entered the code correctly, you'll have access to a secret menu, where you can select your level, the difficulty and even listen to the game's music and sound effects.





game must be on the "Normal" difficulty setting.

What Is It?

This is the regular game on an insanely hard difficulty. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer "auto-tracks," and the Item Boxes are no longer magically interconnected.

INVISIBLE ENEMY

How Do I Unlock It?

Complete the game on "Normal" twice with the same character.

What Is It?

Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a *little bit* of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually NEED to kill.

ONE DANGEROUS ZOMBIE

How Do I Unlock It?

Complete the game on "Normal" with Chris and Jill.

What Is It?

Once unlocked, this mode will overwrite your regular game mode. So if you go to the "Once Again" option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often, and he can't be killed.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

From the main menu, go to the Options screen, then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You will have to enter the first passcode and then enter the second passcode for each cheat before they will work).

Stage Select

Put in !??QWTTJ for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Unlockable Ships

Black Cadillac

Put in !ZUVIEL! for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Tie Fighter

Put in ZT?!RGBA for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Tie (Advanced) Fighter

Put in NYM!UUOK for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Naboo Fighter

Put in CDYXF!?Q for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Slave 1

Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Millennium Falcon

Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Hidden Options

Unlock the audio commentaries, for each individual stage type in the name BLAHBLAH. Head to the special features option and turn on Audio Commentary. Now select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Documentary

After finishing all 10 main missions you can get it under the Special Features menu option.

Unlock the Art Gallery

Enter EXHIBIT! as a passcode

Unlock the Concert Hall

Enter Composer as a passcode.

Ace Mode

Complete all the Tatooine Training objectives and finish the game with fifteen gold medals to unlock Ace Mode.

Black and White Mode

Type in LIONHEAD at the passcodes screen to play the game in a "classic" color mode.

Unlockable Ships

Slave 1 Ship

Finish all missions with a silver medal or better.

Millenium Falcon

Finish all missions with a bronze medal or better.

Naboo Starfighter

Finish the Tattooine Training in all 4 time settings. You must get all discovery items, all objects and get two hidden bonus items in each zone. Times: 6am, 2pm, 6pm, 11pm.

TIE Fighter

You must steal a Tie Fighter and complete the mission in Level 7 during the daytime and nighttime hours.

Darth Vader's TIE

Aquire 15 gold medals.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the "Cheats" selection from the "Options" menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu

MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).

Super Stats

MAXMEOUT

Unlock All Characters

FREAKSHOW

Unlock Every Single Movie

From the main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open, and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

Beat the game the prescribed number of times.

Snowboard Mode

Beat the game 11 times.

Always Special Mode

Beat the 12 game times.

Perfect Rail Balance Mode

Beat the game 13 times.

Maxed-Out Stats Mode

Beat the game 14 times.

Giant Mode

Beat the game 15 times.

Slow-Mo Mode

Beat the game 16 times.

Perfect Manual Balance Mode

Beat the game 17 times.

Tiny Mode

Beat the game 18 times.

Moon Mode

Beat the game 19 times.

Expert Mode

Beat the game 20 times.

First-Person Mode

Beat the game 22 times.

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye

Similar to unlocking Darth Maul but do it with 21 skaters.

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum

Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more skater

CEL DAMAGE
Cool Cheats

From the main menu screen, choose the Play option and then press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose to enter a New Name. On the name entry screen, put in any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm that it is the correct code.

Brian the Brain and Space World
BRAINSALAD

Count Earl and Transylvania World
EARLSPLACE

T. Wrecks and Jungle World
TWRECKSPAD

Whack Angus and Desert World
WHACKLAND

Melee Weapons Open
MELEEDEATH

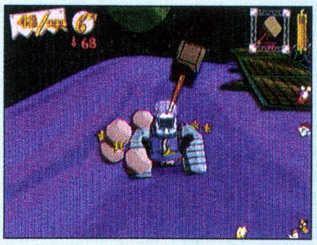
Hazard Weapons
HAZARDOUS

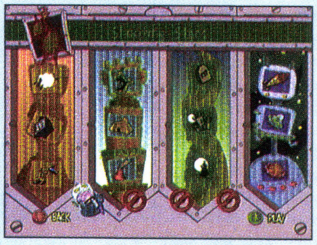
Unique Weapons
UNIQUEWPNS

Plastic Mode
FANPLASTIC (*At the event select screen, go to Smack Attack and press Down to highlight Event Settings. Choose Event Settings and then move down and select the Options. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded ones.*)

All FMV Sequences
MULTIPLEX!"

Unlocks All Cars, Tracks, and Modes
PITA





XBOX

4X4 EVOLUTION 2

Button Codes

Enter the following button combinations from the "Press Start" screen.

Earn More Money
Y, X White, Y, X, White, X, X, Y, White, X, Y

Higher Reputation
Y, Y, White, X, X, White, Y, Y, Y, X, X, X

Unlock All Missions
X, X, White, White, Y, Y, White, X, Y, Y, X, White

AMPED

Unlock Raven

First get to the options menu and pick Cheats. Then Type in RidinwRaven. When entered correctly the "RidinwRaven" will vanish and Raven will now be a selectable character. Press B to exit.

ARTIC THUNDER

Button Codes

These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Catchup mode
Y, X, Y, Y, X, START.

Grappling Hooks Mode
Y, Y, L, Y, Y, White, START.

Rooster Tails Mode
Black, R, L, White, X, START.

No Drones Mode
X, X, Y, Y, White, Black, START.

All Randoms
Black, R, X, Y, Black, R, START.

Atomic Snowball (all Missle mode)
X, X, X, White, Y, START.

Clone Mode
L, L, Y, White, Y, START.

All Invisible Mode
X, Y, X, R, Y, Y, START.

All Boost Mode
Y, Black, Black, Y, R, START.

Super Boost Wheelie
Y, White, X, R, X, L, START.

All Snow Bombs & Random Mode
Y, Y, Black, R, START.

CEL DAMAGE

Invincibility
Put in CODY for a name.

Various Cheats
Put in ENCHILADA! for a name.

GUANTLET X

Bonus Goodies

Enter the following passwords as your player name.

S&M Dwarf
NUD069

Happy Face
STX222

Chainsaw
KJH105

Punkrock
PNK666

Ninja
TAK118

Employee Stig
STG333

Waitress
KAO292

Ex-Employee Chris
CSS222

Football Dude
RIZ721

Manager Mike
DIB626

Karate Steve
SJB964

Created by Don
ARV984

Schoolgirl
AYA555

Cheerleader
CEL721

Rat Knight
RAT333

Regular Garm
GARM99

Sickly Garm
GARM00

Sumner
SUM224

Sky General
SKY100

Mountain General
MTN200

Town General
TWN300

Castle General
CAS400

Ice General
ICE600

Desert General
DES700

Battle General
BAT900

NASCAR HEAT 2002

Enter these codes at the main menu screen. When entered properly the options on the screen will scroll off to the left anfd then back in to view.

Hardcore Realism Mode
Up, Down, Left, Right, White, Up, Down.

High Suspension
Up, Down, Left, Right, White, Left, Right.

Mini Cars
Up, Down, Left, Right, White, Down, Up.

Wire Frame Cars
Up, Down, Left, Right, White, Right, Left.

View Credits
Up, Down, Left, Right, White, Left(2).

Race as Richard Petty
Complete all heat challenges with a bronze or higher.

NASCAR THUNDER 2002

Driver codes

Enter any of the following Fantasy Driver names at the create a driver screen.

Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards
Rick Humphrey
Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson

Extra Tracks

Boca Chica
Finish first in the points in the Road Course Challenge.

Devil's Canyon
Finish first in the points in the Short Track Challenge.

Cocoa Beach
Finish first in the points in the Superspeedway Shootout.

Albuquerque
Finish first in the points in the Full Season.

Bonus Drivers
Every time you successfully complete season mode two bonus drivers are unlocked. Complete season mode eight times to unlock all drivers.

Championship FMV
Successfully complete season mode 1 thru 8 times to unlock a championship win video that corresponds to that number of wins.

RALLISPORT CHALLENGE

Various Cheat

Bonus Cars
To get the bonus cars and some extra tracks without earning them, follow this method. On the main menu, choose "Start Game" and then choose "Create a New Profile." On this screen, enter your name as one of the following to unlock the bonus cars that you can use in Career Mode.

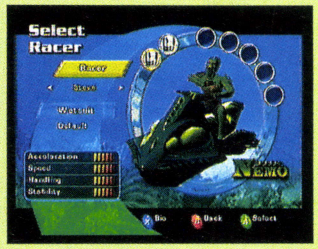
Classic
Put in your profile name as "TheGoodStuff" and then choose "OK." This will give you the Metro ER4,

SPLASHDOWN

Cheats Screen



On the main menu screen, highlight and choose the Options. On the Options menu, press and hold the Right Trigger button. While holding it, press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. The



"Cheats" screen will appear. Now you can enter any one of the case-sensitive codes shown here.

Every Course Open
Passport

Every Character Available
AllChar

Every Wetsuit Available
LaPinata

Stay on Your SeaDoo
TopBird

Maxed-Out Performance Meter
PMeterGo

Difficult Courses
Hobble

Increased AI Difficulty
AllOutAI

Every FMV Available
Festival

Time Trials with UFO
IBelieve

Time Trials with Small F-18
F18



Peugeot 205 TI6, Audi Quattro SI, and Lancia Delta S4 in Career Mode.

Expert

Put in your profile name as "WheelToWheel" and then choose "OK." This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career Mode.

Endurance

Put in your profile name as "TheLongHaul" and then choose "OK." This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC and open the Endurance tracks in Career Mode.

Unlimited

Put in your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 TI6 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in Career Mode.

SIMPSON'S ROAD RAGE

Bonus Goodies

Enter the following button combinations at the Options Menu. If you enter in a code correctly, you will hear a beep. (Note: Codes must be re-entered if you quit your current game and start over.)

Extra Cams
Hold L+R and press B, B, B, B.

2D Characters
Hold L+R and press X, X, X, X.

Night Time
Hold L+R and press A, A, A, A.

Debug Mode
Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).

Slow-Motion Cars
Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will be moving slower than normal.

Stop-Watch Mode
Hold L+R and press A, B, Y, X. In this mode there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stopwatch reads zero.

Unlock Red Box Car
Hold L+R and press B, B, Y, X.

Unlock Nuclear Bus
Hold L+R and press B, B, Y, A.

Unlock Smithers
Hold L+R and press A, B, Y, X.

Unlockable Characters

You can unlock the holiday characters one of two ways. Either enter a button code at the Options Menu like you did for the other cheats, or change your XBOX's system clock to the appropriate date.

New Year's Krusty
Hold L+R and press B, B, X, Y.
01/01/02

Christmas Apu
Hold L+R and press B, B, X, B.
12/25/02

Thanksgiving Marge
Hold L+R and press B, B, X, X.
11/22/02

Halloween Bart
Hold L+R and press B, B, X, A.
10/31/02

STAR WARS: JEDI STARFIGHTER

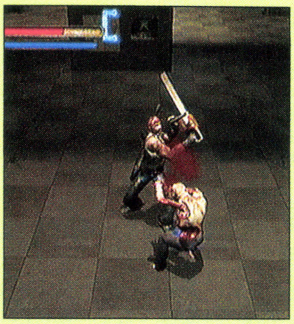
Everything Unlocked

In the beginning, choose a name for your saved game, and then at the main menu screen, access the Options. On the Options screen, choose the Code option. Now put in your name as LONGO and press the Y button to confirm. You will see the words "Everything Unlocked" appear on the screen. Now all of the bonus features and acts in Story Mode will be unlocked and ready to play.

HUNTER THE RECKONING

Extra Weapons

In the middle of your game, make sure there are no enemies close to you and quickly press B, Up, Left, Down, Right, B, B. Cycle through your weapons with the B button and you will have the flame thrower, better machine gun, bazooka and more. (Note: You can only put in this code one time per game.)





TONY HAWK'S PRO SKATER 3

All Goals and Medals

From the main menu, access Career Mode and then access Choose Skater. Pick the skater of your choice and go back to the main menu. Next, access the Options. From the Options screen, access the Cheats option. Now put in your code as stiffcomp and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.

Every FMV Open

At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as ROLLIT and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden Full Motion Video sequences in the game.

100% Stats

At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as juice4me and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock full stats for your skater.

All Decks

At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as neverboard and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of your skater's decks.

TRANSWORLD SURF

Various Cheats

Input during the game (Code Unlock first). *Warning: These are hard to get working.*

Temporary Code Unlock
Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left.

Green Surf
Back, Up, Down, Left, Right, Up, Left.

Easy Floating
Back, Up, Down, Left, Right, Right, Left.

Full Special Bar
Back, Up, Down, Left, Right, Down, Up.

Disco Light Show
Back, Up, Down, Left, Right, Down, RIght.

Different Colors
Back, Up, Down, Left, Right, Up, Right.

Disable Heads-Up Display
Back, Up, Down, Left, Right, Up, Right.

Paddle Faster
Back, Up, Down, Left, Right, Down, Down.

Invisible Board
Back, Up, Down, Left, Right, Left, Up.

Shark Surfing
Back, Up, Down, Left, Right, Right, Down.
Back (4) disables codes.

UFC TAPOUT

Unlockable Characters

Bruce Buffer
Win UFC mode with all characters.

John McCarthy
Win UFC mode with Bruce Buffer.

Mario Yamasaki
Win UFC mode with John McCarthy.

The Cat
Win four consecutive matches in Arcade mode.

Femme Fatale
Win eight consecutive matches in Arcade mode.

Ice-T
Win 16 consecutive matches in Arcade mode.

Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

PS2

GAMESHARK CODES
MARK OF KRI

(M) Must Be On
0E3C7DF21853E59E
EEA5CF26BCDF4372

Infinite Health
DEA13BC6BCA99B84

Infinite Arrows
DE86BA5EBF899B8B
DE86BA5ABCA99B83

Frozen AI
DE82ADAEBF899B8B
DE82ADAABCA99B83

All Challenges Complete
DEA16E2ABCA99B84
DEA16E3EBCA99B84
DEA16EC2BCA99B84
DEA16ED6BCA99B84
DEA16EDABCA99B84

Turbo Mode
DEA13E26FC75674D
DEA13E22FE4C728D
DEA13E36FE619CE8

Sel+R1=Walk Through Walls
01EE1544BCA99281
DE85CF06BF899B8B
01EE1544BCA99281
DE85CF02BCA99B83

Sel+R2=Walk Through Walls Off
01EE1544BCA99881
DE85CF06E3669A43
01EE1544BCA99881
DE85CF02BB5B9BA3

GAMESHARK CODES
NCAA COLLEGE FOOTBALL 2K3

(M) Must Be On
0E3C7DF21853E59E
EE8E983EBCBD6772

Inf Play Time
DE1C4836FD55C20D

Inf Visits (Legacy)
CEBDA0AEBCA99B95

Inf Training Pts
CEBD784EBCA99B95

Always 1st Down
CE1C4D3ABCA99B84

Always 4th Down
CE1C4D3ABCA99B87

continued on pg. 95

PLAYSTATION 2

BLOODY ROAR 3

Sudden Death Survival
Win nine fights in Survival Mode (Survival Mode only).

No Guard Battle
Earn first place in Arcade Mode (Survival and VS. Mode only).

Highest Difficulty
Finish Arcade Mode without continuing (Survival Mode only).

Knockdown Battle
Earn first place in Survival Mode after unlocking Sudden Death Survival (Survival and VS. Mode only).

High Speed Battle
Fight 100 battles in Survival mode with one character and get a place in the rankings.

Low Speed Battle
Fight once with each character and get a place in the rankings.

Hyper Beast Battle
Fight 10 battles in Arcade mode with one character and getting a place in the rankings.

Sumo Wrestling Battle
Fighting 20 battles in Survival mode with one character and gett a place in the rankings.

Unlock Kohryu
In Arcade Mode, beat the fourth stage without losing a round and Kohryu will appear as your opponent on the fifth stage.

Unlock Uranus
In Arcade Mode, beat the last stage of the game without continuing. You will then fight Uranus on a special stage. You must defeat him to be able to play as him.

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the main menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square.
Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square.
Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square.
Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square.
Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square.
Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square.
Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square.
Rick Moliterno
Up, Down, Up, Up, Up, Up, Left, Up, Square.
Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square.
John "Luc-E" Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square.
Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square.
Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square.
Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square.

All Bikes Unlocked
Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square.

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square.
Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square.

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square.
Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square.
Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square.
Dave Mirra Movie
Left, Left, Up, Right, Up, Left, Up, Up, Square.
Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square.
Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square.
Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square.
Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square.
Colin Mackey Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square.
Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square.
Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square.
Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square.

DEUS EX

Cheat Menu
During gameplay, press select to enter the Goals/Notes/Images screen. Now quickly press L2, R2, L1, R1, Start, Start, Start. If done correctly, a "cheats" tab should appear. You now can configure the following options:

- **God Mode** (May need to be re-enabled after loading a new level)
- **Full Health**
- **Full Energy**
- **Full Ammo**
- **Full Mods**
- **All Skills**
- **Full Credits**
- **Tantalus**

FINAL FANTASY X

Air Ship Passwords
Enter the following case-sensitive passwords at the airship.

Find Rikku's Legendary Weapon
GODHAND
Find Rikku's Victorious Armor
VICTORIOUS
Find the Mursame
MURASAME

Secret Place Coordinates
The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins
X: 74 Y: 36
Sanubia Sand Dune
X: 15 Y: 41
Besaid Rainbow Waterfall
X: 31 Y: 73
Yevon Temple
X: 16 Y: 57
Battle Site
X: 42 Y: 57
Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations
If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I
On the deck of the Al Bhed salvage ship.
Al Bhed Primer II
Besaid village Crusaders headquarters.
Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room.
Al Bhed Primer IV
Kilika bar.
Al Bhed Primer V
Trasport ship from Kilika to Luca in the control room.
Al Bhed Primer VI
Luca stadium underground floor B.
Al Bhed Primer VII
Luca viewing room, on the counter.
Al Bhed Primer VIII
Mi'ihen road, a gift from Rin.

MLB SLUGFEST 20-03

Various Cheats

On the Today's Match-Up screen, press the Square, X and Circle buttons the number of times shown to switch the symbols in the three boxes on the screen, and then press the direction indicated on the D-pad. For example, if the code is 3,2,1 Down, you will press Square three times, X two times, Circle once and then Down on the D-pad.

Tournament Mode
1,1,1 Down
Unlimited Turbo



4,4,4 Down
Max Speed
0,0,3 Left
Max Power
0,3,0 Left
Rocket Park Stadium
3,2,1 Up
Roman Coliseum Stadium
3,3,3 Up
Eagle Team
2,1,2 Right
Horse Team
2,1,1 Right
Lion Team
2,2,0 Right
Pinto Team
2,1,0 Right
Team Todd McFarlane
2,2,2 Right
Team Terry Fitzgerald
3,3,3 Right
Extra time after plays
1,2,3 Up
No fatigue
3,4,3 Up
Log bat
0,0,4 Up
Whiffle bat

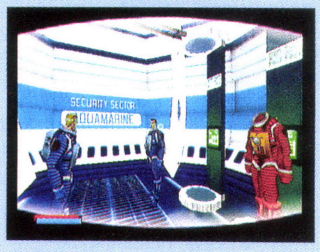




0,0,4 Right
Mace bat
0,0,4 Left
Rubber ball
2,4,2 Up
16" Softball
2,4,2 Down
Big head
2,0,0 Right

NO ONE LIVES FOREVER
Level Select

On the main menu screen, move down and highlight the Load Game option. Now press and hold L3+R3 simultaneously (press in both analog stick buttons and hold them). With these held, press X. This will give you access to the Select Mission screen, where you can choose your starting point of any mission of the game.



Al Bhed Primer IX
Mi'ihen road at the new road north.
Al Bhed Primer X
Mushroom Rock road, Cliff area.
Al Bhed Primer XI
Djose Road.
Al Bhed Primer XII
Moonflow, North shore.
Al Bhed Primer XIII
Guadosalam found in a room on the far left.
Al Bhed Primer XIV
Thunder plains as a gift from Rin.
Al Bhed Primer XV
Macalania Forest on the road to the lake.
Al Bhed Primer XVI
Macalania Lake in front of the inn.
Al Bhed Primer XVII
Sanubia Desert central portion left side.
Al Bhed Primer XVIII
Sanubia Desert central portion right side.
Al Bhed Primer XIX
Al Bhed city of Home.
Al Bhed Primer XX
Al Bhed city of Home, residential area.
Al Bhed Primer XXI
Al Bhed city of Home, road area.
Al Bhed Primer XXII
Bevelle Temple.
Al Bhed Primer XXIII
Calm Lands, Northwest area.
Al Bhed Primer XXIV
Remiem Temple.
Al Bhed Primer XXV
Cave under the mountain.
Al Bhed Primer XVI
Omega ruins.

Cactuar Locations
There are total 9 Cactuar that can be found all around the world.
First Cactuar
Oasis Near the first Save point.
Second Cactuar
Sanubia Desert (East) In the alcove to the east, north of the tent with the save point.
Third Cactuar
Sanubia Desert (West). Search the sign near the Cactuar rock that says “20% off&#8221.
Fourth Cactuar
Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.
Fifth Cactuar
Sanubia Desert (East). Near the save point under the tent.
Sixth Cactuar
Sanubia Desert (West). Trapped in the treasure chest in the far west.
Seventh Cactuar
Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area.
Eight Cactuar
Oasis Teleport back to the airship and go on the outside deck.
Ninth Cactuar
Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRAND THEFT AUTO 3
Button Codes
Enter these codes at any time while playing your game.
Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle.
Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X.
Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square.
Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle.
Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle.
Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle.
Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.
Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.
Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle.
Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1.
Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2.
Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down.
Wear Different Outfits
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

HIGH HEAT 2003
Ball Cannon and Game State Menus
These menus allow you to create any type of hit or out (except a strike out) for the next batter up. You can also tweak the game situation by changing the score, inning, number of outs, wind velocity, etc. At the pause menu (Pausing during a pitch or hit will not access the pause menu, only a simple pause screen. This code will not work if you try to enter it anywhere else except the pause menu) hit Square, Square, Circle, Circle, L1, R1, and you should hear a man's voice laughing. Now hold L1+R1+L2+R2 to gain access to the Ball Cannon and Game State.

LEGACY OF KAIN: BLOOD OMEN 2
Begin With Instant Soul Reaver and Iron Armor
On the main menu screen, press these buttons: L1, R1, L2, R2, Square, Circle, Triangle. You will hear a voice to confirm correct code entry. Once you begin the first level, you will see that Kain has iron armor and the Soul Reaver on his back. When you begin to run around, you can draw the Soul Reaver and cause havoc in the town.

MAX PAYNE
Button Codes
Pause the game at any point and enter these codes.
Invulnerability
L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay on.Watch your health after an auto save).
All Weapons, Full Ammo and 8 Painkillers
L1, L2, R1, R2, Triangle, Circle, X, Square.
Unlock Every Level
To unlock all levels, play through subway A1 then return to the main menu via soft reset (hold START and hit SELECT). Enter the following button combination Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose anyone of them in the load levels selection. choose continue and load away.

METAL GEAR SOLID 2: S.O.L (TRIAL EDITION)
In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.
Full View of Bridge
On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.
CODEC Fun
When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.
Adult Humor
These tidbits have to do with the posters in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

PARAPPA THE RAPPER 2
Ninja Star Mode
At the stage selection screen, hold R1 + R2 and then select a stage.
Skip Opening Stage Cinematics
At the stage selection screen, hold L1 + L2 and then select a stage.
Earn the Blue Hat
Successfully complete the game.
Earn the Pink Hat
Successfully complete the game with the blue hat.
Earn the Yellow Hat
Successfully complete the game with the pink hat.
Song Test
Successfully complete the game with the yellow hat to

PS2

GAMESHARK CODES
NCAA COLLEGE FOOTBALL 2K3
continued from pg. 93

1 Down Per Poss
0E1C4D3ABCA99B84
CE1C4D3ABCA99B87
2 Downs Per Poss
0E1C4D3ABCA99B84
CE1C4D3ABCA99B86
3 Downs Per Poss
0E1C4D3ABCA99B84
CE1C4D3ABCA99B85
Home Score 10 Q1
CE1937E2BCA99B8D
Home Score 20 Q1
CE1937E2BCA99B95
Home Score 0 Q2
CE1937EEBCA99B83
Home Score 10 Q2
CE1937EEBCA99B8D
Home Score 20 Q2
CE1937EEBCA99B95
Home Score 0 Q3
CE1937EABCA99B83
Home Score 10 Q3
CE1937EABCA99B8D
Home Score 20 Q3
CE1937EABCA99B95
Home Score 0 Q4
CE1937F6BCA99B83
Home Score 10 Q4
CE1937F6BCA99B8D
Home Score 20 Q4
CE1937F6BCA99B95
Away Score 10 Q1
CE192C4ABCA99B8D
Away Score 20 Q1
CE192C4ABCA99B95
Away Score 0 Q2
CE192C56BCA99B83
Away Score 10 Q2
CE192C56BCA99B8D
Away Score 20 Q2
CE192C56BCA99B95
Away Score 0 Q3
CE192C52BCA99B83
Away Score 10 Q3
CE192C52BCA99B8D
Away Score 20 Q3
CE192C52BCA99B95
Away Score 0 Q4
CE192C5EBCA99B83
Away Score 10 Q4
CE192C5EBCA99B8D
Away Score 20 Q4
CE192C5EBCA99B95

MEN IN BLACK II: ALIEN ESCAPE

Awesome Codes

At the title screen where "Press Start" is flashing, enter any of these codes to get these results as shown. The screen will flash to confirm correct code entry.

Training Missions
Square, Up, L2, Left, Triangle, X, R2, Circle, Right, R1, Square, Circle. From the main menu, choose CST.



All Weapons
Up, Down, X, Square, R1, Triangle, Triangle, Left, Circle, L1, L1, Right.

Invincibility
Right, X, R1, Triangle, Up, L2, X, Left, L1, Circle, X, R2

Boss Mode
R1, Triangle, Down, Down, X, L2, Left, Square, Right, Triangle, R2, L1. From the main menu, choose Classified and then choose Boss Mode.

unlock a new dog house that allows you to listen to any song in the levels that you finished with a cool rating.

Bonus Stage

To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion Head who gives you a little bonus game before returning to the stage selection map.

Secret Rap About PaRappa

Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through that and go through the part where PaRappa writes his name and wait again. Instead of them showing a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

Sunny's Music Video

Successfully complete the game with the yellow hat, then do the "Secret Rap" trick. Go through the whole song, then a music video with Sunny singing her intro music on stage will begin.

Control Time of Day

The game places Parappa's neightborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it would be sunset. If you set the time to 11 p.m., it will be dark outside.

READY 2 RUMBLE BOXING: ROUND 2

Button Codes

From the main menu, choose Arcade Mode. Pick a One Player or Two Player game and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly. (Note: Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character).

Huge Gloves
Left, Right, Up, Down, R1, R2.

Zombie Boxer
Left, Up, Right, Down, R1, R1, R2.

Fat Boxer
Right, Right, Up, Down, Right, R1, R1, R2.

Skinny Boxer
Right, Right, Up, Down, Right, R1, R2.

Play as Freak E. Deke and Michael Jackson
R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.

Christmas Arena and Costume

Start up your system without the disc inside, then access the "System Configuration" option. Choose "Clock Adjustment" and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath her name.

Unlock All Boxers

From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. You will hear a bell when entered correctly.

REDCARD 20-03

Unlockable Everything

(Note: You must have a memory card inserted in slot 1 with enough free memory on it to save the game).

On the main menu screen, choose the "Load/Save" option. Next, choose the "Create/Load Profile" option, then choose the memory card for slot 1. Press Square to enter a new profile , then enter your name as BIGTANK on the New Profile screen. Now go back to the main menu and choose a Friendly Game. When you are asked to load a profile, choose "Yes" and then choose the BIGTANK profile. On the Team Select screen, pick a continent and scroll through the choices of countries available. You will find new teams such as the Apes, Martians, Samurai, etc. After choosing your team, you'll be asked to customize your team. Choose "Yes." After you get to the Stadium options, you will see that you have new stadiums to choose from. Also, Under Advanced Play on the Main Menu, Finals Mode will be opened.

SILPHEED: THE LOST PLANET

Every Weapon Available

As soon as you get to the title screen, press START. When you get to the name entry screen, enter GLOIRE as your code name. After you have done this, go to the select weapon screen—you will see that all of the weapons will be available for each side of your ship!

SLEDSTORM

Enter these codes at the "Press Start" screen while holding down R1 + L1.

Unlock All Characters

Circle, Triangle, Circle, Triangle, Circle, Down.

Unlock All Sleds

Circle, Square, Circle, Square, Circle, Left.

Unlock All Tracks

Circle, Left, Circle, Right, Circle, Up.

Unlock Hover Sled

Circle, Triangle, Square, Circle, Triangle, Right.

Unlock Everything

Circle, Square, Up, Circle, Triangle, Down.

SMUGGLER'S RUN 2

Button Codes

First pause your game, then enter any of the following codes.

More Time Warp
R1, L1, L2, R2, Right, Right, Right

Less Time Warp
R2, L2, L1, R1, Left, Left, Left

Get Invisibility
R1, L1, L1, R2, L1, L1, L2

Get Rid of Gravity
R1, R2, R1, R2, Up, Up, Up

Get Light Cars
L1, R1, R1, L2, R2, R2

SSX

Button Codes

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything
Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points
Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners
Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints
Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels
OVERSEER (This will give you everything except the bonus multiplayer missions).

Bonus Multiplayer Missions
ANDREW

Secret Ship for Bonus Missions
BLUESNF

Disable Cockpit Display
NOHUD

Ship and Cast Pics
HEROES

Pre-production Art
PLANETS

Pictures of Simon
SIMON

Development Team Pics
TEAM

View Credits
CREDITS

Invincible Mode
MINIME

Jar Jar Mode
JARJAR (This will reverse your ship's controls.)

Director Mode
DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV
WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STAR WARS: SUPER BOMBAD RACING

Button Codes

Enter the following codes on the main menu screen.

Boba Fett
Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the racer selection screen.

AAT Battle Tank
Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.

Speed Start: Press and hold X+R2 immediately before the final race light appears.

Super Speedy Mode
L1, L1, L1, L1, R2, Square.

Super Arena Mode
Up, Up, Down, Down, Left, Right, Left.

Grrl Power Enabled: Down, SELECT, Up, SELECT, Left, Right, SELECT.

Jawa Language
SELECT, SELECT, SELECT, Square.

Battle Droid Language
SELECT, SELECT, SELECT, Up.

German Language
SELECT, SELECT, SELECT, L1.

Spanish Language
SELECT, SELECT, SELECT, R1.

English Language
SELECT, SELECT, SELECT, Circle.

Slip 'N Slide Mode
Left, Right, Square, Circle, L1, L2.

Backward Racers
L2, L2, L2, L2, Circle, SELECT.

Super Spinning Mode
Up, Left, Down, Right, Left, Up, Down.

Super Honk
Circle, Circle, Circle, Circle, L2, SELECT.

Death Star Power-up
R1, R1, R1, R1, Up, Left.

Infinite Boost
L1, R2, L2, R2.

Unlock Space Freighter Arena
L1, R1, SELECT, Circle.

All Racers Are Shaak
Up, Right, Down, Left, SELECT.

All Racers Are Kaadu
L1, R1, L2, R2.

STUNTMAN

From the main menu screen, choose the Stuntman Career option. Next, choose the New Game option and on the password screen, enter any one of these codes

for the results as shown. (Note: All of the codes are case-sensitive, so be sure to enter the upper and lower case letters exactly as shown to get the code to work).

Access All Cars
Put in spiDER as your code to unlock every car in training modes and stunt constructor.

Access Every Toy
Put in MeFf as your code to unlock all of the toys in the stunt constructor.

TEKKEN TAG TOURNAMENT

Begin with Tag Partner
If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.
New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl
Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox
Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

TONY HAWK'S PRO SKATER 3

Backdoor Codes
Go to the main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear sound indicating if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

TWISTED METAL: BLACK

Button Codes
In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability
Up, Down, Left, Right, Right, Left, Down, Up.

God Mode
Up, X, Left, Circle.

Killer Weapons
X, X, Up.

Mega Guns
X, X, Triangle.

Weapons for Health
Triangle, X, Square, Circle.

New View for Weapons
In the game, press Right+SELECT to get a different look for your weapon icons.

UNREAL TOURNAMENT

Button Codes
In the middle of the game, press START to pause, then key in the button sequences.

Invincibility
Square, Circle, Left, Right, Circle, Square.

Level Skip
Up, Down, Left, Right, Right, Left, Circle.

999 Ammo
Left, Right, Circle, Circle, Circle, Right, Left.

Level Select
In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

Stealth Mutator
From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

Fatboy Mutator
From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

VIRTUA FIGHTER 4

Created Character Tricks
The following tricks can only be done with a "created character." To create a character, choose "Data Files" from the main menu and pick "New Player." From the New Player menu, create an "AI" file and then save.

VF1 Models
In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first "Dan" ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses
Have a created fighter reach the second "Dan" rank. Hold Punch, Kick and Guard during the replay after winning to see the classic pose from the first Virtua Fighter game.

Classic Victory Poses, Part 2
Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.

Bonus Stages for VS. Mode
Unlock the following bonus stages by reaching the corresponding rank level with a created character.

Training Stage 1
First Dan ranking

Training Stage 2
Fifth Dan rank

Training Stage 3
Monarch rank

Play as Dural in VS. Mode
Defeat Dural in Kumite mode with a created fighter.

THE MARK OF KRI

Opponent Strength

Enter the following codes from the title screen.

Opponents Are Weaker
X, Circle, Circle, Square, X, Square, Square, Circle.

Opponents Are Stronger
X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X.



WIPEOUT FUSION

From the main menu screen, choose the Extras option and then choose the Cheats option. On the password screen, enter the button configurations on screen as shown.

Super Fast Ship
Square, X, X, X, Triangle.

Retro Planes
X, Circle, Triangle, Square, X.

Infinite Weapons
Triangle, Circle, X, Circle, Square.

Animal Ships
Triangle, Circle, Circle, Triangle, X.

Features Unlocked
X, Triangle, Circle, Triangle, Circle.

Mini Ships
Circle, Square, Square, X, Circle.

Infinite Shields
Triangle, Triangle, Square, Square, Square.

X SQUAD

Button Codes
On the main menu screen, enter these codes to start your game with more weapons, ammo and items. You will hear a gunshot if the codes were entered correctly.

Michael's 9mmS+99 Ammo
Square, Circle, Triangle.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo and No Limit on Weight
Triangle, Circle, Square.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar
Circle, R1, Circle, L1, Triangle, R2.

Michaels 9mmS+99 Ammo. Taylor M82+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP
L2, Square, R2, Triangle, L1, Circle, R1.

All Weapons (Beginner)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP
Triangle, Square, Circle, Square, Triangle, Circle.

All Weapons (Intermediate)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP
L1, L1, L2, L2, R1, R1, R2, R2.

All Weapons (Advanced)+99 Ammo, No Limit on Weight, Radar, Level 3 Shield, SiriusP
Circle, Circle, Circle, Triangle, Square, Square, Square, Square.

ZONE OF THE ENDERS

Health and Ammo
In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.

Versus
On the title screen (where it says, "Press Start Button"), press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.

GRAVITY GAMES BIKE: STREET VERT DIRT

A Veritable Bevy of Codes

On the main menu, access the Options. On the Options menu, move down and access the Cheat Codes option. Now enter any one of these passwords as shown below and press the Circle button to end the code. You will get visual confirmation on the screen that the code was entered correctly.

All Bikes
PIKARIDE

Maximum Stats for All Riders
MAXSTATS

Unlock Bobby Bones
BONEGUY

Unlock Bird Brains
FLYAWAY

Unlock Pierce
BADGIRL

Unlock Angus Sigmund
SIGMAN

Unlock Ramp Granny
OLDLADY

Everything Available
LOTACRAP



GAME BOY ADVANCE

ADVANCE WARS

Increased Difficulty

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

CRUISI'N VELOCITY

Everything Unlocked

From the main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle Mode.

Holland Open
HLDDSNST
Holland, Ireland and Alaska Open
HLDDNRLN
All Levels Open
HLDDHVGD

DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.
All Weapons, Items, Keys
A, B, B, A, A, A, A, A.
Radiation Suit
B, B, A, A, A, A, A, A.
Invincibility
B, B, B, A, A, A, A, A.
God Mode
A, A, B, A, A, A, A, A.
Computer Map
B, A, A, A, A, A, A, A.
Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).
Berserk Mode
B, A, B, A, A, A, A, A.

EARTHWORM JIM

Level Skip

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?
SELECT, R-Shift, B, Down, L-Shift, B.
Down the Tubes
Up, L-Shift, Down, A, R-Shift, A.
Snot a Problem
R-Shift, Up, SELECT, L-Shift, R-Shift, Left.
Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.
For Pete's Sake
Right, Left, R-Shift, L-Shift, A, R-Shift.
Buttville
L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

ECKS VS. SEVER

Ecks Level Passwords

Level 2
EXTREM
Level 3
EXCITE
Level 4
EXCAVATE
Level 5
EXCALIBUR
Level 6
EXTORT
Level 7
EXPIRE
Level 8
EXACT
Level 9
EXHALE
Level 10
EXHUME
Level 11
EXONERATE
Level 12
EXPEL

Sever Level Passwords

Level 2
SEVERE
Level 3
SURVIVE
Level 4
SAVANT
Level 5
SUFFER
Level 6
SULPHER
Level 7
SERVE
Level 8
SEETHE
Level 9
SEVERAL
Level 10
SEVERANCE
Level 11
SAVAGE
Level 12
SACROSANCT

E.T. THE EXTRA-TERRESTRIAL

Level Passwords

First, access the "Password" option located at the bottom of the main menu.

Level 2
Up, Up, A, Down, Down, B, L-Shoulder, R-Shoulder.
Level 3
Left, Up, Right, Down, L-Shoulder, A, R, B.
Level 4
A, Left, B, Right, L-Shoulder, Up, R-Shoulder, Down.
Level 5
L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, A, Up, B, Left.

FINAL FIGHT ONE

Unlocking Secrets

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit" and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50
Alpha Guy
200
9 Lives
500
Alpha Cody
800
Stage Select
1,300
Color Change
2,000
Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next" and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE: CHAMPIONSHIP RACING

Button Codes

On the title screen, press and hold the L-Shift+R-Shift buttons, then enter pme pf the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1
Hold Right and press B.
Extra 2
Hold Left and press B.
Ending Credits
Hold Up and press B.

GT ADVANCE

All Cars Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will open.

Every Track Open

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

All Tune-Ups Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack and Practice mode will be open.

ICE AGE

Choose the Password option and enter these codes for the results shown here.

Stage Passwords

Stage 2 - PBBQBB
Stage 3 - QBCQBB
Stage 4 - SBFQBB
Stage 5 - DBKQBB
Stage 6 - NBTQBB
Stage 7 - PCTQBB
Stage 8 - RFTQBB
Stage 9 - CKTQBB
Stage 10 - MTTQBB

Stage Select

NTTTTT

Art Gallery

MFKRPH

JACKIE CHAN ADVENTURE

Unlock Stage and Scrolls

Enter this cheat at the "Press Start" screen, before you begin a game.

Stage Select and All Scrolls Unlocked
Hold R, then press B, A, Left, Down, Up, Right. The stage select menu will come up, and at the bottom you can toggle the scrolls on and off.

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

Konami Code Cheats

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.
Scramble
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.
Time Pilot
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in Time Pilot.
Gyruss
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.
Yie Ar Kung-Fu
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.
Rush'n Attack
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MEN IN BLACK: THE SERIES

Level Passwords

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

Episode 3: Alien Technology Lab
HSDSHSBS
Episode 4: Rocket Silo
MXNMSNNG
Episode 5: MIB Safe House
THXBXSCK
Episode 6: Halloween in Manhattan
NNTNDWNY

MONSTERS INC.

Level Passwords

Level 2
SJBOGS
Level 3
MKB2Z7
Level 4
VPB97I
Level 5
LLCOBK
Level 6
8PW2DY
Level 7
NQWOJF
Level 8
WRC9SQ
Level 9
3RC!94
Level 10
XRDZB1
Level 11
YRX2DQ
Level 12
3NX2JX
Level 13
LTD!SK
Level 14
ZTFZD8
Level 15
BYY2NL
Level 16
M2F9S7
Level 17
LYGOBO
Level 18
1FZ2CJ
Level 19
F2Z2FM
Level 20
F2Z2KR
Level 21
PNG!TL
Level 22
WRG!!C

NBA JAM 2002

Open Courts and Playoffs

From the Main Menu, choose Season Game Mode. Now select Password and enter the following codes.

Beach and Street Courts
LHNGGDBLBJGT
Playoffs
MKJLBFQBLDGH
(Note: You will be in the playoffs as the Toronto Raptors.)

NFL BLITZ 20-02

Unlimited Turbo

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

PITFALL: THE MAYAN ADVENTURE

Level Select

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

POCKET POWER: DREAM SCHEME

Enter in the following passwords at the main menu screen.

Ocean Shores Beach
4GWD!KL1
Mad Town
MFKGTB!R
Elementary School
2V74BFDG
Town Square
6!LN99V5
Neighborhood
?FXX6BLJ
Spooky Woods
2L!DZHS8
Power Hills
HRB4KB4K
Complete All Levels
KLSX74ZR

READY 2 RUMBLE BOXING: ROUND 2

Button Codes

Enter the following codes from the main menu screen. You'll hear a cheering sound if done correctly.

Rumble Man
Left, Left, Right, Left, Right, Right, Left, Right, Left, L-Shift+R-Shift.
Shaquille O'Neal
Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift+R-Shift.
Michael Jackson
Highlight Arcade and press Left, Left, Right, Right, Left, Right, L-Shift+R-Shift.

SONIC ADVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game like he did in Sonic 2 & 3. Input this button sequence at the character select screen. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in bold) and what they open up when you use them.

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.
W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.
W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.
080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open,Web Compressor, Chemcorp Open, Left Wrist Container.
Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.
ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.
ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.
ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.
HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.
JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.
JV310
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit.
JV31
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit. Mysterio Defeated.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened
Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.
Smiley Face Blood
Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.
No Blood
Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.
Constant Zoom In and Out
Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.
Unlock Spider-Man
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).
Level Select
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.
Level Select and Lotsa Money
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

WOLFENSTEIN 3D

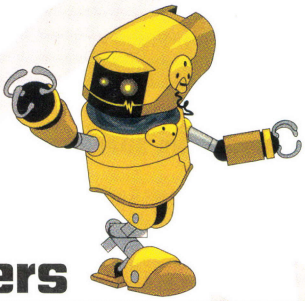
Weapons and Invincibility

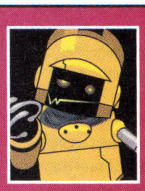
Pause during gameplay and enter these codes at the Options screen. If you hear a sound, the code has been entered correctly. You will need to re-enter the weapons cheat once you run out of ammo.

Get All Weapons, Full Ammo and Health
Pause game and hold L+R, then press A, B, B, A, A, A, A, A.
Invincibility
Press Start and HOLD L + R and press A, A, B, A, A, A, A, A

FAN CLUB

Rants and Raves, Opinion Polls, Fan Letters





WELCOME TO THE CLUB!

Here's where you get up close and personal (eww) with the gang here at *GameNOW*. Don't say we didn't warn you. Zingers, informational nuggets and pseudo-game related tidbits reside right here...read on.

Rants n' Raves p102

Hot or Not p104

Gamerdex p105



BARGAIN BIN

Dear GameNOW,

A guy I know is trying to sell his Neo Geo cartridge system with five games (*Fatal Fury, Mark of Wolves, Kabuki Clash Far East of Eden, King of Fighters 99, Samurai Shodown 4* and *Waku Waku 7*) for $200. Do you think I should buy it, or is this guy totally trying to rip me off? Thanks for your reply.

Nick Bracewell
Address Withheld

Wow... We can remember when a single cartridge for that system sold in stores for about $200. If you're a collector, and the equipment is in good condition, that price is a steal. Jump on it!

MEETING OF THE MINDS

Dear GameNOW,

I was wondering if you guys could add some codes for *Golden Sun* on the Game Boy Advance. If you could that would be great. If you already did, don't go making fun of me! I only have issue #7 because my mom says *GameNOW* rots my brain. As if!

Kevin Joynes
JJoynes@Juno.com

Kevin, you get your mother right this instant and tell her that a rotting mind is the least of your problems right now. In fact, you can tell her that we're going to MELT your mind if you don't start reading the magazine regularly.



"A NEO GEO FOR HOW MUCH?!" *Those cartridges for the Neo Geo system can be darn expensive. If you can get 'em cheap, go for it.*

LETTER OF THE MONTH

X-TREME GAME NAMES

I can't stand the redundant name generator that companies must all be using. It's like that Zoltar machine from the move *Big*. The bobbing head, the glowing eyes, the flapping jaw....it mesmerizes game publishers, and yes, I blame the publishers, not the developers. We just need to find this rotten machine and remove a few words from its vocabulary.

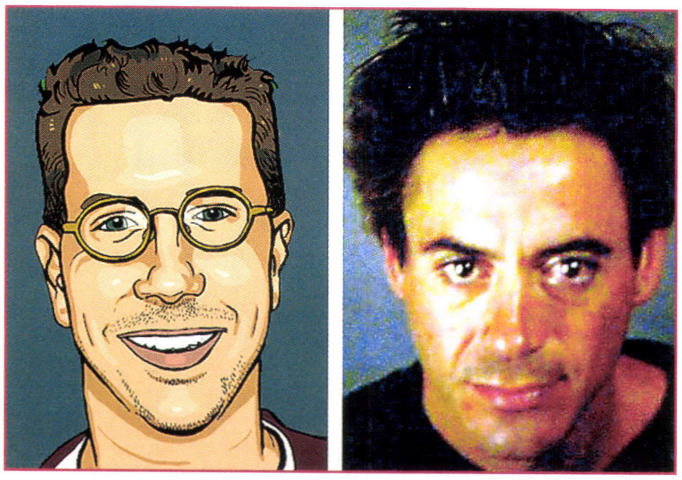
First and foremost, the word "extreme" in all of its forms (including simply using the letter "X"). Next up for extinction, words like "shadow" and "fate" and "darkness" and "nightmare" and "requiem" and "dominion" and "dimension." I think we could phase out "evil" as well.

I think the more words like this that you have in your title, the exponentially worse your game becomes, since it's obvious that a large chunk of the development costs went right into Zoltar's mouth.Here are some suggestions for the next few games in the series, since I'm sure they'll be arriving shortly: Shattered Darkness, Evil Fate, Shadow Dimension and Extreme Dominion.

In closing, I hope that you, the masters of the media universe (decide amongst yourself who gets to be He-Man and She-Ra) can help spread the word.

Mark Buckingham
Prime01010@aol.com

You make an interesting point there, Mark. Video game names are somewhat like the Chicago suburbs, whose names are mostly comprised of the words "oak," "park," "forest" and "heights." There's plenty of great games out there with bland names (Eternal Darkness, for instance). An original title can really make a game stand out (like, oh say, Super Monkey Ball 2). And yes, if we never saw the word "extreme" (or even worse, "xtreme") again, we'd be happy. By the way, Phil called the role of He-Man and Ethan got stuck being Orko. Justyn actually wanted to be She-Ra. Weird.



SEPARATED AT BIRTH? *Quick! Which of these two men is GameNOW's Senior Art Director? Which one is a Hollywood bad-boy? We can't tell either!*

IT'S A GOOD THING

Dear GameNOW,

Your magazine is off da hizzy! I mean my magazine is good—or was—but your magazine is super cool! How do you do it? Well, anyway, I want to know if what I've heard about random servers for *Final Fantasy XI* is true. I mean, if there's going to be random servers. how am I going to play with my garden buddies? Also, do you think it would be possible for me to get a job at *GameNOW*? I need some way to make money... P.S: Could I get some stock—I mean, gardening tips?

Martha "Your Biggest Fan" Stewart
Address Withheld

Well Martha, Square has not announced any details concerning its service plans for* Final Fantasy XI *in the U.S. yet, but even the first online console RPG,* Phantasy Star Online *(Dreamcast), allowed you to track down your buddies, so we'd speculate that you won't have a problem playing with the teammates of your choice in* FFXI. *In fact, we'd bet your worthless stock on it.

PEN PAL

Dear GameNOW,

Obviously, is the first time that I wrote a letter to your mag (our mag!) and let me tell you... you are so darn good. I am from Colombia. Here is very expensive this material, but a friend of mine bring me mags from a storebook he works. You are special, guys! You speak to me like a brother who likes the video games as I like. I don't speak good English, but I read it and stick the way you talk and act. From Colombia entire "imuchos abrazos, son la verga!"

Isaac Noriega Castro
isako989@hotmail.com

If you're learning how to speak English based on the way we "talk and act," then we're going to have to fire Justyn.

LOOKALIKE?

Dear GameNOW,

Is it me, or does Carey Wise's cartoon headshot look like Robert Downey Jr.?

Ron Walden, Jr.
Wilmington, DE

It's just you.

PANTS-CRAPPIN'?

Dear GameNOW,

I have recently been looking into buying a GameCube. I am not a huge fan of Resident Evil, but I am interested in buying *Eternal Darkness* with the system. In issue 10 you guys mention that *ED* is one hell of a pants-crappin' adventure. I'm not all that into the scary pants-crappin' part, but I like adventure, and the game's demo wasn't all that bad or scary. What do you think?

Max
Address Withheld

**Eternal Darkness *is a great disc to pick up when you're buying a GameCube. You won't find a better straight-up adventure title on the platform (not*

Odd Ball Letter of the Month

What if... They made a *Rat Attack* of *Ghouls 'n Ghosts* GBA and the stars were Tom & Jerry? (now turn into a catfish!)

...*Jak & Daxter* was the jester version of *Wizards & Warriors* and featured only training modes? (ghost train!)

...*Earthworm Jim* was chosen to do the next flashback and it turned out to be 100 Marios are missing?

...They made *Populous 'n Twinbee*? (poisonous!)

...Lemmings went on a magical vacation and got lost forever inside Bonk's cave?

...The action in *Mario Tennis* for the GameCube took place on Skulltula soil only?

...The Crimson Zombie was really a fighter from *Ballz*?

...The Crimson Zombie invaded *Bart's Nightmare* and got killed by an *Irritating Stick*?

...The Crimson Zombie was the *Prehistorik Man*?

...*Earthworm Jim* got stepped on by Yogi Bear and the Phoenix Bird did resurrect him as a herb in the GameCube *Resident Evil*?

...They made *Gauntlet vs Smash TV* and it turned out to be another *Wizards & Warriors*?

...The Animal Leader was played by Ridley from *Metroid* and got humiliated by Mr. Sandman?

Giuseppe Contelli
g.contelli@chello.nl

Another stumper, Giuseppe. You've got us.

GAMENOW MESSAGE BOARDS

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RE:WHATS UR FAV VIDEO GAME CHAR.?

Big_D_2006
Posted On: 08/10/02

everyone has one.....mine is vincent valentine from ff7.that guy was absolutely pimp!he carried guns and ammo!he shot the shiznit outta anyone in sight! he was tight

Reply to This Message

Steward-Blu
Posted On: 08/10/02

from FF7 Cait Sith

Reply to This Message

auron92189
Posted On: 08/10/02

from ff8 squall

Reply to This Message

TheDumbLoserGuy
Posted On: 08/10/02

from happy days fonz....
oh sorry, selphie from ff8 hehehehehehee

Reply to This Message

RE: MARIO IN PLAYBOY?

Steward-Blu
Posted On: 08/12/02

I heard that he was in a ad in a Jappanesse *Playboy*. Did anyone else hear this?

Reply to This Message



LETTERS

Rants n' RAVES

WHAT YOU LIKE AND WHAT YOU DON'T

Dear GameNOW,
I have been subscribing to your magazine for as long as it's been around, and the one thing that I don't get is why GameNOW does not have any computer gaming stuff in it. What's the deal?

Kyle Shroyer
Address Withheld

Dear GameNOW,
I have so many of your magazines and I think you should have more cheats for games in your magazine. Do you think that is possible?

Name Withheld
Address Withheld

Dear GameNOW,
Hey! What the heck happened to the GTA Vice City coverage you promised in issue #11? You had a picture of Vice City on the freakin' cover of the magazine, for the love of Mike, and there's not one iota of GTA lovin' to be had in the book. Man, you guys suck!

Mike Rotch
Nashville, TN

Dear GameNOW,
You guys rock. No, I mean it. You guys ROCK. It's like I'm on lead guitar going "Waa waa waa waaaaaaah!" and you guys are wailing on the drums going, "Dooma dooma dooma dum dum doom!" and my buddy Pete's in the front row.

Jeff Gaines
Dallas, TX

till Samus and Link roll into town, anyway).

DEMO DUMMY

Dear GameNOW,
Why don't you guys offer a demo disc with your magazine? You have the best magazine out there, but a demo disc would make it even better!

Aaron
Flash258@aol.com

Hey, we'd offer a free Xbox with every issue if we thought it would sell more magazines, but the sad fact is that having a demo disc is out of the question. Only "official" system magazines (Official PlayStation Magazine and Official Xbox Magazine) can offer demo discs.

URBAN LEGEND

Dear GameNOW,
I am having a little trouble, and was wondering if you could help me out. Can you tell me if *Urban Yeti* is even real? I checked every store that carries games around here, and everyone says that they've never heard of it.

Sean LImlaw
New Philadelphia, PA

Oh, Urban Yeti is very much on the real (you just can't make up that kind of stuff). You're probably having a hard time finding it, though, because it's such an off-beat title. If you really think you're "Ready to Yeti," you can order a copy directly from the game's publisher at www.telegames.com.



GET READY TO YETI! *Sure, it's not one of the GBA's major releases, but Urban Yeti is a special treat. If you dig bizarre humor, track this game down.*

ZINGER FAN

Dear GameNOW,
Please, tell me that you are not considering "putting on a skirt." This is my first time writing to you. Who could've foretold that this first letter would be to preserve the magazine's prestigious lineup. Sarcasm is like losing hair color. If you try to hide it with dye, it looks awful. Not that I'd really know (I'm only a high school freshman)... Be who you are, *GameNOW*. Please! I know the number of people who like the zingers outweighs that of the haters.

Jesse Hollenweger
Cedarville, NJ

We don't know about your weak-sauce hair dye analogy, Jesse, but we'd have to agree with you on the sarcasm front. Why would we want to neuter

FAN CHALLENGE

We set the task, you waste time trying to do it. Sweet.

You don't have to get all 120 Shines to beat *Super Mario Sunshine*, but let's face it—if you do it any other way, then you're no true gamer. Explore those levels. Find those secrets. And most of all, collect those Shines!

CHALLENGE Get 120 Shines



Good job, pal. Two down, 118 more to go. You've still got a lot of work to do.



Remember to visit the shop in Delfino Plaza to exchange your Blue Coins for Shines.

ourselves by only saying nice things to stupid people? If it's one thing that we've learned, it's that the Golden Rule is for pansies.

IDENTITY PROBLEM

Dear GameNOW,

In your August issue, a guy named Jim Marisco wrote in saying that he'd been a fan of *GameNOW* for more than four years. If I recall correctly, GameNOW has not been around that long, at least under that title. He should get his facts straight.

Curt Butler
Kingsport, TN

You're absolutely right. GameNOW has only been around for a year. If we were still Expert Gamer, which we're not, we'd be celebrating our 100th issue this month (the last issue of XG was #88); instead, we're celebrating our 12th.

MARIO MAYHEM

Dear GameNOW,

I heard a few rumors on the net of a new Mario game called "Super Mario Moonshine," where there's drugs and booze. I just wanted to see if they were correct, because if it is, I'd like to know the release date. Your mag rocks.

Jerome Kuta
oberek@msn.com. C YA!

Super Mario Moonshine *will be available in Japan some time next spring, so we can only assume that we'll be getting something Stateside by the summer.* Moonshine *represents a huge shift in thinking at Nintendo, though, so it might take longer. Never, actually, might be a more accurate in terms of a release timeframe.*

SUCH A ROCKSTAR

Dear GameNOW,

Someone told me that *GTA3* was goin to be released on the Xbox, but the people on the *GameNOW* message boards say that Rockstar only makes games for the PlayStation2. I don't know who to believe, so I'm asking the people who should know what they're talking about. Can you give me an answer?

Jessie Rodman
Address Withheld

Although Rockstar does make games for all platforms, you won't be seeing a GTA game available for any console but the PlayStation 2 until at least October 2004 (if that happens at all). Sure, there may have been plans for an Xbox version a few months back, but that was before Rockstar (or rather Take 2 Interactive) penned an exclusive deal with Sony.

THAT'S CRAP

Dear GameNOW,

Under the "Crap From the Past" section in your July issue you had the game *Barbie Super Model* for SNES filed there. I have to disagree—that game was my childhood. I'm a girl gamer, and I loved this game.

With difficult levels like driving Barbi's bright pink car down Hollywood Boulevard to ice skating around Aspen, it was quite challenging. I never beat it. One can at least say that it was original!

-Hooray for Barbies!
California

Wow. You must have had a really terrible childhood. In fact, we bet it was so terrible that you must have suppressed your memory of how* Barbie Super Model *sucked, and that's why you think you never beat it because it was so "challenging." Just think of all the time wasted when you could have been playing good NES games.

MILDLY ILLEGAL?

Dear GameNOW,

Hey, I just got a new Xbox at the new low price. I have been very happy with it except for one thing. Burning CDs is mildly illegal, but I have quite a few that are burned and they won't copy onto the Xbox's hard drive (the hard drive's name is "disco" from what it tells me). Is there a way to get past this?

Name Withheld
Fidget225@aol.com

Wait a second, here. You think that pirating games is "mildly illegal?" We hate to break it to you, dude, but pirating games is very illegal. It's a crime. There are laws that state that making duplicates of copyrighted software is a crime. That makes it illegal. There is no such thing as "mildly illegal." It's either illegal or it's legal. Nothing in between. If you want to get around the Microsoft's piracy protection on the Xbox, go out and buy a legitimate copy of the game, you deadbeat.

FREE CONSOLE OF YOUR CHOICE

We want your opinoins about *GameNOW*!







Log on to www.surveymonkey.com/gnedit and type in the password: GN1002 to complete a reader survey by October 31st, 2002.

Call 1-800-597-7889 to request a hard copy of the survey if you do not have online access. Please leave your name, address, city, state, zip code, password and magazine you are referring to, and we will mail the survey to you.

Only one entry per household. Duplicates will be deleted.

Thanks,
ZD Research Staff

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RE: GREATEST INVENTIONS EVER MADE

kraniumkid
Posted On: 08/07/02

1) Toilets
2) Toilet paper
3) Auto Mobiles
4) Computer
5) Video Games
6) Electricity
7) TV
8) Air Conditioner
9) Heater
10) Music
11) Radio
Add some of your own

Reply to This Message

KinoGami
Posted On: 08/07/02

Books

Reply to This Message

jonbadly
Posted On: 08/07/02

feet keeer safers

Reply to This Message

GN-JustynH
Posted On: 08/07/02

Garlic Tabasco Sauce

Reply to This Message

KinoGami
Posted On: 08/07/02

... scary... oh wait... *GameNOW*, we musn't forget that

Reply to This Message



TOP TEN REJECTED TOP TEN LISTS

We really wanted to do these, but for some reason, they didn't work out.

1 **TOP TEN CHRISTOPHER WALKEN MOVIES**
Sadly, this list had nothing to do with video games, so we had to nix it. Still, *The Dead Zone* rules.



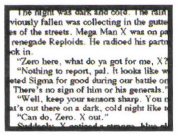
2 **TOP TEN ARMY MEN GAMES**
With so many high-quality Army Men games to choose from, we just couldn't pick favorites. It's like asking a mother which child she likes best.



3 **TOP TEN FINAL FANTASY PICTURES**
We worked for weeks to try and come up with ten Final Fantasy pictures, but when it comes right down to it, there's only one picture worth showing.



4 **TOP TEN VIDEO GAME FAN FICTION STORIES**
After reading a ton of fan fiction, we realized that most fan fiction is just plain bad.



5 **TOP TEN NAKED STREET FIGHTER PICTURES**
We really wanted to run this list, but our censors told us that we couldn't do it. Sorry, perverts.



6 **TOP TEN GAMES STARRING SYLVESTER STALLONE**
We kinda ran into the same problem here that we had with the Army Men games.



7 **TOP TEN RARE CHARACTERS**
Rare sure can make a good game, but what's with its horrible, horrible character designs? Cranky Kong? Banjo? Elvis the alien? Freakin' Lanky Kong? Lame!



8 **TOP TEN FULL MOTION VIDEO GAMES**
Who doesn't love FMV games? That's right—everybody. We're glad this genre died with the Sega CD.



9 **TOP TEN SOUTH PARK GAMES**
First-person shooters, quiz games, kart racers. There were multiple South Park games, and not a single one of them was good.



10 **GREAT GOLDBLUM FREAKOUT**
The problem with this was that it isn't a top ten list. You must admit, though, it's great, it's freaky and it's ever-so-Goldblum-y.





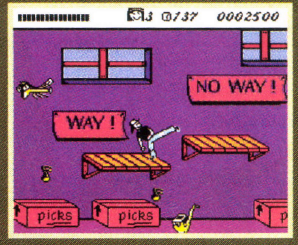
CRAP FROM THE PAST

Old games that stink it up!

Wayne's World
(NES)—1993

Mike Myers IS Austin Powers. Dana Carvey IS the Master of Disguise ("Turtle, turtle!"). Before either of them took up those roles, however, they were Wayne and Garth, respectively. And as Wayne and Garth, the duo starred in one of the last (and one of the worst) NES games ever released. Remember in the *Wayne's World* movie when the two dudes from Aurora were shrunk down and had to shoot and karate-kick their way though a music store? Yeah, neither do we. That didn't stop THQ from including that sequence in the game, however. Oh, and one more thing—if you want to convey humor in a video game, having a couple of poorly digitized heads spouting dialogue from a movie doesn't really cut it. Neither does writing catch phrases in the game's background. Not worthy.





HOT or NOT

GameNOW tells you what to like

■ **HOMESTAR RUNNER**
http://www.homestarrunner.com. Go there. Laugh. Thank us later. Strong Bad says, "fhqwhgads."

■ **SHAOLIN SOCCER**
What do you get when you take the world's most popular sport and cross-it with martial arts? A masterpiece.

■ **KINGDOM HEARTS ACTION FIGURES**
What's this? Sora and Jack Skellington are packed together? Cool!

■ **GREAT 2D PLATFORMERS ON THE GBA**
Castlevania, Yoshi's Island, Metroid Fusion—you can't beat that.

■ **DARK KNIGHT 2**
Frank Miller's great new Batman story is now available in collected form.

■ **PAPA JOHN'S PIZZA**
Cheap 'n' delicious—mmm, mmm good.

■ **DR. PEPPER RED FUSION**
It's Dr. Pepper. Except it's red. And it tastes bad. It's like Mountain Dew Code Red gone horribly, horribly wrong.

■ **xXx**
The hero of this movie hangs with Mat Hoffman and Tony Hawk. Guess who's publishing the xXx game? Do we smell product placement?

■ **NO 2D PLATFORMERS ON CONSOLE SYSTEMS**
Contra's still in 2D, and it looks great. Why has every platformer gone 3D?

■ **BATMAN VS. SUPERMAN**
A new movie that might star Josh Hartnett as Superman? WHAT?!

■ **PIZZA HUT**
Last time we had it, we were riding the lightning for days. Never again!

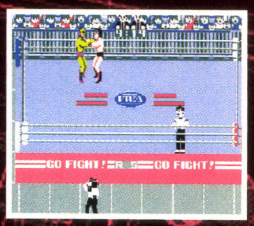
GAMERDEX

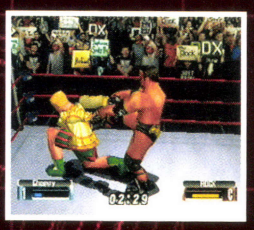
We discovered many types of gamers out in the wild. Which one are you?



WRESTLING GAMER

Mainstream System(s) of Choice:
PlayStation 2, Nintendo 64
Hardcore System(s) of Choice:
PlayStation, NES
Habitat:
The squared circle
Greatest Ally:
Sports Gamer
Fiercest Enemy:
RPG Gamer
Mating Call:
"Just bring it."
Diet:
Slim Jims and beer
Fondest Memory:
Creating a wrestler that looks just like them
Evolves Into:
Fighting Gamer
Dreaming of:
A game with a long story mode and every wrestler past and present
Rarity:
Common

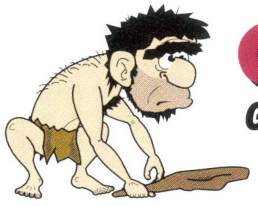




CrazyCdn1012 discovered the Wrestling Gamer, who enjoys games from Pro Wrestling to WWF No Mercy and beyond.

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."



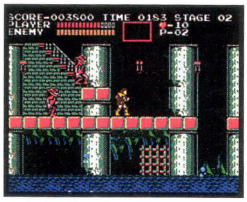
GAMING EVOLUTION

Games and characters that endured time

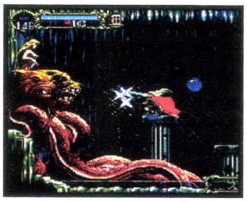
Castlevania (1987-Present)



IN THE BEGINNING
Castlevania (1987)
This early NES title didn't give its hero (Simon Belmont) any power-ups, and it didn't give players any way to save their progress, either. But the gameplay kicked ass, so nobody cared.



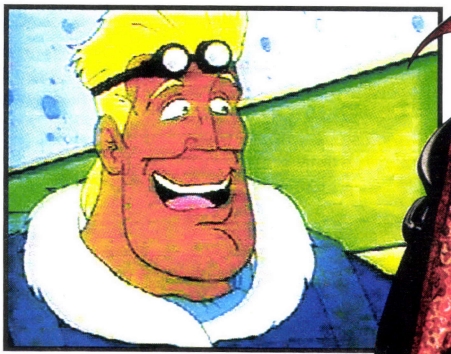
RISE TO FAME
Castlevania: Symphony of the Night (1997)
Many feel that this is the best Castlevania game in the series. The Super Metroid*-inspired gameplay changed the pacing and tone of the entire franchise.*



CURRENT SUCCESS
Castlevania: Harmony of Dissonance (2002)
Developed by the creators of Symphony of the Night, *this game stands as the best reason yet to pick up a Game Boy Advance. The cart just screams, "Long live 2D!"*



MOST EMBARRASSING MOMENTS
Captain N The Game Master (1989) *and* Castlevania [N64] (1999)
The idea behind the Captain N cartoon was very cool. It featured various video game heroes teaming up and fighting bad guys from other games. Simon Belmont from Castlevania was one of those heroes, but in the show, he was a conceited pretty-boy, a far cry from the vampire slayer we knew and loved. *Castlevania* for the N64 was just a good example why some 2D games should stay 2D.



"Hi, I'm Simon Belmont. I'm an arrogant, womanizing jerk."

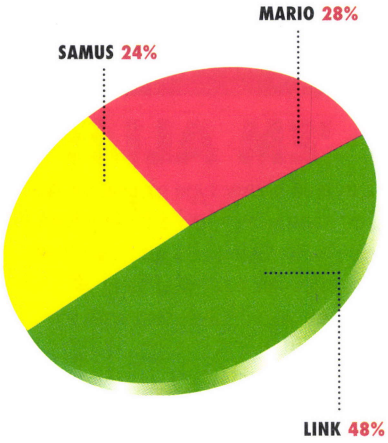


OPINION POLL

Which system will you be taking online?

Head over to the *GameNOW* message boards at www.gamers.com to see the choices and voice your opinion. That's www.gamers.com, folks. See you there!

"Who is the coolest Nintendo character—Mario, Samus or Link?" - last month's topic



FAN LETTER ART

Where A Little Creativity and a Stamp Can Make You Famous!

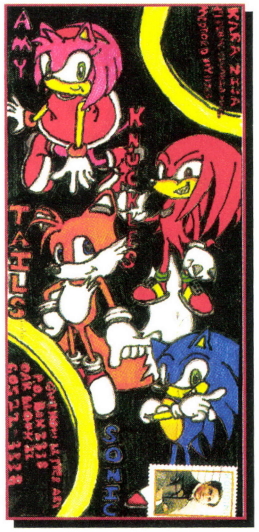
Send your letter art submission to: GameNOW Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

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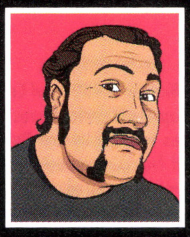
3RD PLACE
Kara Zisa
Medford, NY

GAMENOW CREW

CHANGES AHEAD ***The faces may change but the game remains the same. Or is it the song that remains the same? Who knows. We're outta here! GameNOW4LyF3!***



DAN LEAHY
EDITOR IN CHIEF
After some 36 issues of Expert Gamer and 11 more of GameNOW, Dan's steppin' down from the helm. Now he'll finally have time to play sports games 12 hours a day. WHOOT!



JUSTYN HARKIN
MANAGING EDITOR
Work is for chumps. While the rest of these clowns scramble for a paycheck, Justyn is going to suck from the teat of our nation's fine welfare system. Aww yeah...Unemployment dollars.



PHIL THEOBALD
REVIEWS EDITOR
Everything's changing! GameNOW is moving away from Illinois! Friends are leaving the mag! Phil fears change! Of course, Phil fears Chicago winters more, so he's off to sunny California.



ETHAN EINHORN
PREVIEWS EDITOR
Yeah! This issue marks GameNOW's first birthday! It's been a wild year, and Ethan's really grateful to have been taken for the ride. He'll really miss the guys who are leaving the mag.



CAREY WISE
SENIOR ART DIRECTOR
Who would of thought you could entertain eight years of your life playing games for a living? Carey will never forget the great times spent with the Ziff crew. "School's Out" and CW has left the building.



DAVE MALEC
ASSOC. ART DIRECTOR
No more Halo'n it up during office hours. No more mid-day hoops with the boys. No more Flintstones impressions. No more "woahs." How strange it is to hang it up after eight years. Woof.

AOL	Snail Mail	Email
GameNowEdit **GameNowMag** Use AOL Instant Messenger to catch us while we're at work. If you got questions, we've got answers.	**GameNOW** **FanClub** **P.O. Box 3338** **Oak Brook, IL 60522-3338** Send your Letter Art and other contest entries here.	**Game_Now@ziffdavis.com** You can also contact your favorite editor by filling his name into this simple e-mail address: [first name]_[last name]@ziffdavis.com

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www.dcshoes.com

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www.eastpak.com

Ecko Unlimited.....47
www.ecko.com

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www.infogrames.net

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www.inteclink.com

Kemco U.S.A. Inc.....15
www.top-gear.com

Majesco Sales, Inc. 61
www.majescosales.com

Microsoft.....37
www.microsoft.com

Midway Home Entertainment.....4-5
www.midway.com

Namco Hometek 67
www.namco.com

Nestle Food Co. 33
nestlesweetarts.com

Nintendo of America 57
www.nintendo.com

Sega of America Dreamcast.....39, 62a-d
www.sega.com

Sony Computer Entertainment 2-3, 110-111
www.scea.com

Square-EA.....17, 19, 21, 23
www.kingdomhearts.com

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www.rockstargames.com

Target Stores.....Tips Card
www.getintothegame.com

Tecmo Inc. 41
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www.thq.com

Vivendi Universal Games Inc. - Universal.....31, 65
www.universalinteractive.com

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GAMENOW'S LAST-MINUTE LOOK

The best thing about working at GameNOW is being able to play all the video games you can handle—the worst thing, of course, is doing work. Here's a look at the game that's currently ruining our productivity.

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

It's been called one of the best PC games ever made, and this November console gamers will get a chance to play this hit LucasArts game on the Xbox and GameCube. In *Jedi Outcast*, you play as Kyle Katarn, a once-powerful Jedi Knight who must bring himself to fight again for the Rebel cause. This means, of course, blasting through hordes of Stormtroopers in a first-person perspective (or third-person, when you whip out your lightsaber). *Star Wars* fans should begin saving up their Republic Credits now.



If you've seen *Attack of the Clones*, you know that Jedi Knights can kick some ass with their Force Lightning. That AT-AT never stood a chance.



Oh, go ahead and do it. Save the Emperor some trouble. The kid deserves it for being such a whiny baby in *A New Hope*. Power converters, indeed.

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Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by November 20, 2002. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about December 1, 2002. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2002 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

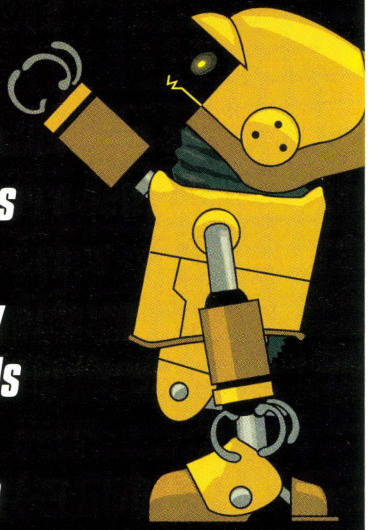
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- PlayStation 2
- Xbox
- PlayStation
- Nintendo 64
- Game Boy Color
- Game Boy Advance
- GameCube

- Reviews
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- Codes
- Strategy
- Tip Cards
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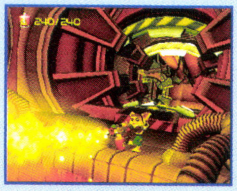
NEXT MONTH

A LOOK AT UPCOMING ZIFF DAVIS PUBLICATIONS

GAMENOW — NOVEMBER 2002

On October 15





Didn't we just talk about these guys? Sure, Blinx may be the top cat next month, but Ratchet & Clank are also in the hiz-ouse.



Sure, this game might not let you kick butt as Yoda, but Star Wars: The Clone Wars still lets you fight in some epic space battles

Meet Blinx, Microsoft's mascot of the moment. Sure there's Sly, Ratchet, Clank and a host of other mascot-driven platformers this fall, but *Blinx* has something new to offer. What, you didn't think we'd tell you here, did you? Check next month's *GameNOW* to see Blinx and all his time-bending abilities. We'll also have a report on another online gem, as we put *Tribes: Aerial Assault* through its paces. Plus tips, the latest news and a gaggle of reviews and previews.

PLUS!

- **Xbox Live update**
- **Contra: Shattered Soldier**
- **LotR: The Two Towers**
- **MK: Deadly Alliance**
- **Quantum Redshift**

COMPUTER GAMING WORLD

On Sale October 1



007 NIGHTFIRE
James Bond comes to the PC for the first time ever, and *CGW* brings you the exclusive in-depth story on the levels, the gadgets, the weapons, and of course, the babes, that will make this game a classic.

ALSO FEATURED:
- **Madden 2003**

ELECTRONIC GAMING MONTHLY

On Sale October 1



HALO 2
The *EGM* crew chats with Bungie about its upcoming (and online) sequel to the intergalactic Xbox block-buster.

ALSO FEATURED:
- **Sly Cooper**
- **ToeJam & Earl III**
- **House of the Dead III**

OFFICIAL U.S. PLAYSTATION MAGAZINE

On Sale October 7



GRAND THEFT AUTO: VICE CITY
Rockstar's tribute to *Miami Vice*. We're talking about the sequel to Grand Theft Auto III, and *OPM*'s got the hands-on story.

ALSO FEATURED:
- **The Getaway**
- **Red Faction 2**
- **Tomb Raider: AoD**

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Stuart's Biggest

STUART LITTLE 2™

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